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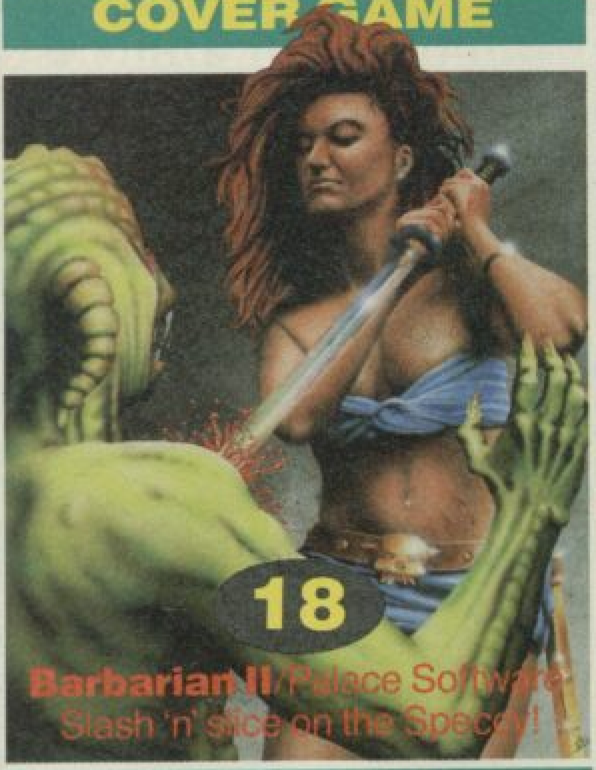

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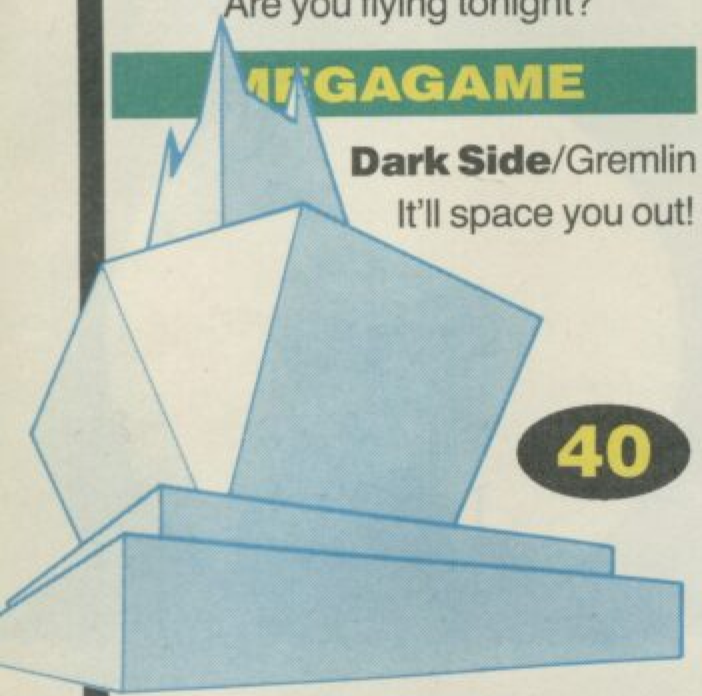
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ALL BRAN — GUARANTEED!

Look out for the next ish of *YS* on August 11th, with Part 3 of **Smash Tips**, the world's most comprehensive directory of tip top tips and hip hop hints for almost every Speccy game that ever lived (and died!). Naturally this meisterwerk (Gott in Himmel!) is exclusive to *Your Sinclair*, and contains 100 percent natural tips and fat-free POKEs! And there are no added E-numbers gnawing at your stomach lining, either. So whether you blackmail your newsagent, kidnap the paperboy or petrol-bomb the station kiosk, make sure you get your September copy of *Your Sinclair*. There's nothing tippier!

Trainspotters Through History

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17: The Proclaimers

"Nor mowah, nor mowah, nor mowah . . . see yoo, Jimmy! Ya remember us? Th'Proclaimers! Yus, there ye go, we wiz the geezers whit done that annoying wee tune 'Letter From America' a wee while ago, d'ye ken? Och, ya didnae buy it? Well, ya shoulda, 'cos it wus really *irritating . . . us two gret beg pillocks shoutin' in not-so-perfect unison, (a bit like that Rex Harrison as Doctor Doolittle . . . y'ken? 'And I will SHOUT at the animals . . .' D'ye not gettut?) an 'singin' nor mowah, nor mowah, nor mowah at the end of each line for no readily apparent reason. An' dinnae go askin' us what it all means, 'cos we dinnae ken either! Hah, hah, hah. Anywah, whit did ye say? Are we trainspotters? Well, we do spend quite a lot of our time standing on platforms . . . but thass only 'cos we're so unfashionable and our shoes are aboot 14 years old! Ha, ha, ha, ha, ha . . . eh? Whit dye mean, are we a couple of Buddy Holly clones? Certainly not, Okay, smartypants, less ask yoo a wee question . . . Has yoor mutha got a Singer sewing machine? (Head butt, squelch, argh). Well, stitch that! Ho ho ho ho . . ."*



YOU SAY GOODBYE

to our beloved Deputy Editor, ***Marcus Berkmann***, leaving the warm cockles of *Your Sinclair* to try his luck as a freelance journo and gag-hound. Never again will the *YS* offices resound to his unpleasantly loud laugh, his deplorable collection of ageing sweaters, and his multifarious personal phone calls. Or maybe they will, as he'll still be contributing to the mag on a regular basis. (*More's the pity. Ed*).

I SAY HELLO

to our soon-to-be-more-beloved-than-the-last-one Deputy Editor, ***Ciarán Brennan***. Currently Our Man in the Arcades with the Lion Bar and the Handful of 10p Pieces, and one-time Ed of Commie mag *Zzap 64*, he now moves into the hottest seat in computer journalism (mainly because it's right next to the radiator). And as the person directly underneath Teresa, he's certainly in for some bouncy times!

CORN FLAKY

"Hey boys, Wild Bill Fruitloop here, with a man who doesn't come from Holland. We're here playin' Microprose's very own *Red Baron* coin-op, shootin' down loadsa pesky commies 'n' all. And you know why? Sit down and I'll tell ya. This is the self-same *Red Baron* me an' mah friend Sid here (hello, Sid here), first played in Las Vegas in 1982 — and then decided we could do better, so we formed Microprose. It's taken us until now to track down this old critter, but now we bought it, we play the darn thing all day long. Better than Microprose games, eh, Sid here? Ha ha, jus' my little joke, ya varmint.

"So I hope you're gonna print my pic in your lil-Brit magazine, boys. Ah mean, it's a really heart-rending story. And you wouldn't want me to zoom down in mah plane over your cute lil'Castle Rathbone and go takatakatakaTAKATAKATAKA through your windows, now would you?"





TWICICLES AS NICICLES

Yes, we're back in the Jurassic Age again, as Palace gets ready to release its nakedly naughty sequel to last year's most fleshy slash 'em up, *Barbarian.* Our photo shows Steve Brown, the game's designer, in suspiciously tight jeans which are bursting at the seams, probably imitating his bank balance, since he sold so many copies of the first game. *Barbarian II — The Dungeon Of Drax* is, as you've probably noticed, investigated in further detail elsewhere, but for the time being, we'll leave you with this rumpyish pic and wait for the letters from angry parents. (And a small query: do those metal things leave little white marks when removed? Well we only asked.)

YS Bookshop

Mindfighter
Anna Popkess

Phil Gone are the days when you used to get a simple 64 page novella with games. No siree, with the new line of Abstract Concepts games from Activision you get a complete paperback novel, telling the story behind the game itself *and* setting the scene for your assualt on the electronic story. This is a nice idea, but how does the book with the *Mindfighter* game shape up as a piece of fiction?

The story begins in a University, where tests on psionic or extra sensory abilities are being tested. The subject, called Robin, is demonstrating his ability to affect the radioactive decay of a piece of uranium. In later experiments, Robin proves his unrivalled abilities when he projects his mind into the future to find out his exam results. He misses and lands in a post apocalypse nightmare of twisted buildings and horrific survivors. While the real Robin lies in a coma in the present, his future self encounters the horrors of a nuclear war.

Although I found the style of the book aimed at someone a trifle younger than myself (ahem), it was quite a scary read, and Popkess has caught the mood of US/Gulf States relations quite accurately. I admit I did find the end of the book a bit predictable, but that's more due to me having read too many books of this kind of science fantasy, rather than Miss Popkess' ability to spin a good yarn. Check out the game review in *YS Adventures* for more info. **Good.**



TECHNO-CORNER

Interested in all the latest utilities, interfaces, things with leads and all that techno stuff? If so, read on, Macduff.

For Comms freaks, there's a new Spectre Comms Pack out for the +3. In the way of these things it's also compatible with every other Speccy, even the old rubber keyboard variety. Viewdata screen emulation is provided, plus sophisticated off-line mailbox and frame preparation, with storage to microdive or disk, as well as extensive printer support. And a telesoftware downloader to CET specifications gives you access to all that stuff on Micronet. The Comms Pack is available for £49.95, or with QMOD modem, £99.95, both plus vat. Contact Spectre at The Old School House, Tenter Row, Crosby Ravenscroft, Penrith, Cumbria CA10 3JA for further details.

Need a program for the Disciple or Plus D that will convert 128K Snapshots to tape, to run independently of those interfaces? No, neither do we, but if you know someone who does, there's such a thing available for a fiver (cheques only) from S Young, 21 Colchester Road, Southend-on-Sea, Essex SS2 6HW. So don't say we didn't warn you.

Owners of the Plus 3 can now breathe a sigh of relief, it says here. What — are they going to get their money back? No, but seriously folks, writes Hughie Green, here at last is an economic solution to the perennial problem of keeping our disk drive head clean. No, not Ariel Automatic, but something called the Micro Interface Clean Line 3" diskette. It uses solvent-based technology and costs £5.99, and washes all your coloureds whiter than white! And I mean that most sincerely!

Tizers

• Ah yes, as we bask in the warmth of the summer sun (ho ho ho), those software houses are all dreaming of the long cold evenings of winter — 'cos that's when all of us spend loadsa dosh on loadsa games produced by all of them. At the moment things are a bit quiet, but deep in the bowels of Ocean, US Gold, Activision and all the rest, games are a-brewing . .

• Ocean, for instance, is leading with *Robocop* — which was announced way back at the beginning of the year — and the now finished *Operation Wolf*, as previewed in *YS* last month. Activision has licences a-plenty, including *SDI* and *Cybertank*. Martech plans a game called *Venice* (of which we know 0). But most spectacular of all, Elite will be releasing the long-awaited computer version of . . . *A Question Of Sport*! What?
David: Errr strornary. Emlyn's team leads Bill's team by the remarkable gap of 31,000,000 points to five.
Emlyn: Chortle, giggle, squeeze, chortle!
Bill: Drone, drone, drone.
David: But then the fact that we gave you an extra 30,999,996 points for having Princess Anne on your team may have something to do with it.
Emyln: Chuckle, squeak, giggle, squeeze, sweater, chortle!!!
Bill: Drone, drone, drone.
It'll be out in the autumn . . .

• With all these labels closing or being swallowed by others, it's always a bit of a shock when a new name pops up from nowhere. Actually Loriciel (pronounced Lorr-ee-see-ell) hasn't popped up from anywhere — it comes from France, land of baguettes, stripy shirts and millions of people who for some reason always pretend not to understand English. And the company's first game? Only *Eddie Edwards Super Ski*, that's all. A contradiction in terms, n'est-ce pas, mon petit artichoke? (Et about as French comme knotted mouchoirs.) Mais non, vieux halibut, c'est un moneyspinner certain pour Loriciel, et it'll be out très soon . . .

• Meanwhile, here's an interesting little technostory. NASA, the American space agency, has developed a system for astronauts called 'teleprescence' — the state of being 'inside' a completely artificial environment. They've done it by means of two small television screens set in the visor of the astronaut's helmet. The astronaut's movements are monitored by sensors in the helmet and on his gloves. The information is then beamed to robots which move and operate just as the astronaut would do, and beam back what they see (in the form of computer graphics), to the astronaut. All this simulates moving around in a fully-formed, three-dimensional world. So astronauts won't have to go out on perilous spacewalks — they can stay indoors and get robots to do all the work.

Now why do we mention this here? Well, partially because it all sounds very much like the *Mercenary* or *Catch 23* computer generated worlds you can move about in. Mainly, though, it's because the whole idea has been inspired by . . . computer games! Joystick juggling goes legit! And the next stage? Got to be a telepresence coin-op, hasn't it? Ten years, we give it . . .

PHOTOGRAPHY: LIZ HEANEY

FUTURE SHOCKS

Are you streetscared? Got the terrors of the deep? Look no further there's nothing as gutwrenchingly frightening, as stomachchurningly, nailrippingly, toothextractingly, horrifying as *Future Shocks* — besides Phil's turkey and coleslaw bap, that is . . .

PREVIEW OF THE MONTH

R-TYPE

Electric Dreams

At last! A proper arcade game on the Spectrum! Electric Dreams has really done it this time. You thought *Karnov* was a nifty piece of work? Well, think again, bucko, you ain't seen nothing till you've seen this sucker in overdrive. Not only is it the Spectrum version of the world famous Irem arcade machine. Not only is it the best arcade game ever. But the Spectrum version is in full sickening colour, with all the slimy greens, and laser reds and yellows of the original game.

The game takes place in a weird alien landscape, a bizarre living tunnel/terrain in space. You're flying your R-Type space vehicle, a curious drop-nosed ship, through the many tunnels, all of them seething with alien life forms out for your blood. The most famous of these is of course, the odd snake which slithers in and out of the orifices of the big pulsating mound in the middle of level two and . . . well, you get the gist. (*I bet they do. Fnar! Ed*) The graphics are really good, and we think that even the most hardened 16 bit or arcade addict will find it hard not to be impressed. We didn't think it was possible, but it's true. We saw it with our own eyes on the monitor at Electric Dreams' software studio in Southampton. All the space age action, all the alien creatures, all the explosive arcade skill. It's all there! Due out in October, *R-Type* should retail for about £9.99. Get it, before it gets you!

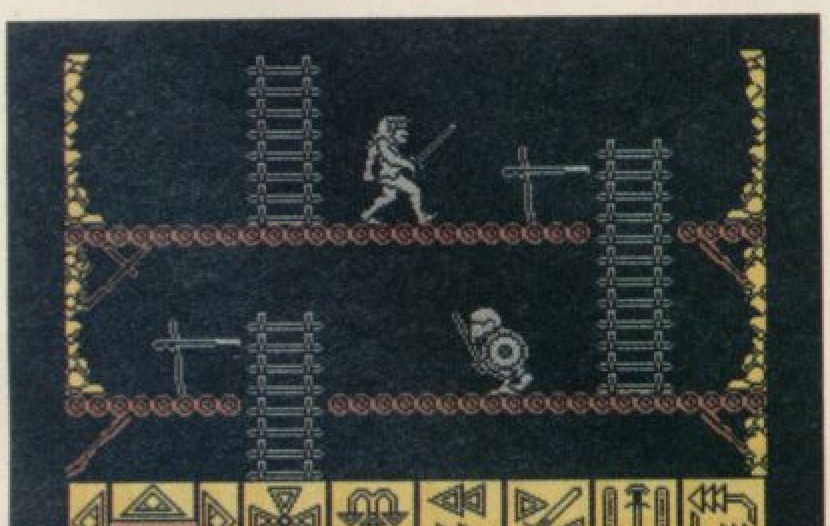


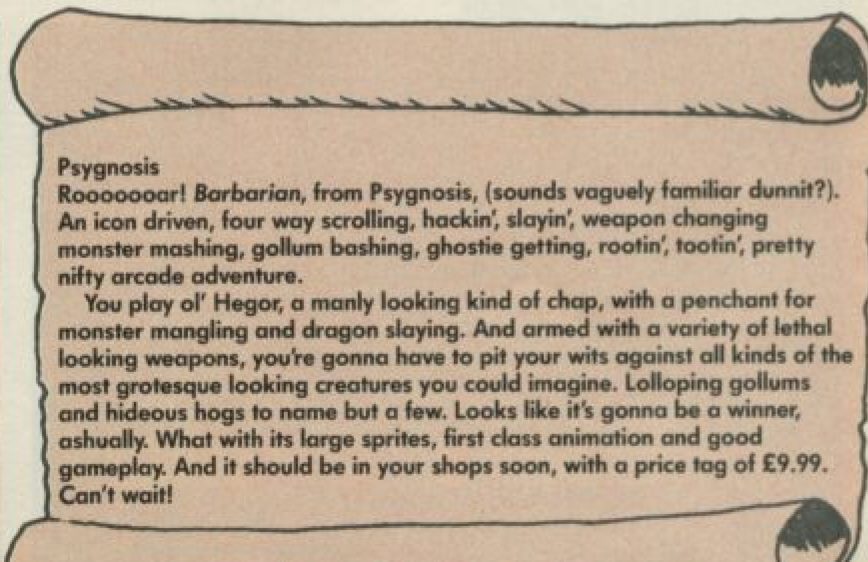
As you can see, the colours are faithful to the original machine and as you can also see from the slightly blurred action, almost too fast for the human eye to follow. Is this possible? (*Yes. Ed*) What speed!



Deeper into the game, more of the disgusting creatures inhabiting this alien domain start leaking out of the woodwork. Urgh! The aliens are really gross, and most of them explode really messily. Pass the sick bag.

BARBARIAN





Psygnosis

Roooooaar! *Barbarian*, from Psygnosis, (sounds vaguely familiar dunnit?). An icon driven, four way scrolling, hackin', slayin', weapon changing monster mashing, gollum bashing, ghostie getting, rootin', tootin', pretty nifty arcade adventure.

You play ol' Hegor, a manly looking kind of chap, with a penchant for monster mangling and dragon slaying. And armed with a variety of lethal looking weapons, you're gonna have to pit your wits against all kinds of the most grotesque looking creatures you could imagine. Lolloping gollums and hideous hogs to name but a few. Looks like it's gonna be a winner, ashually. What with its large sprites, first class animation and good gameplay. And it should be in your shops soon, with a price tag of £9.99. Can't wait!

FUTURE SHOCKS



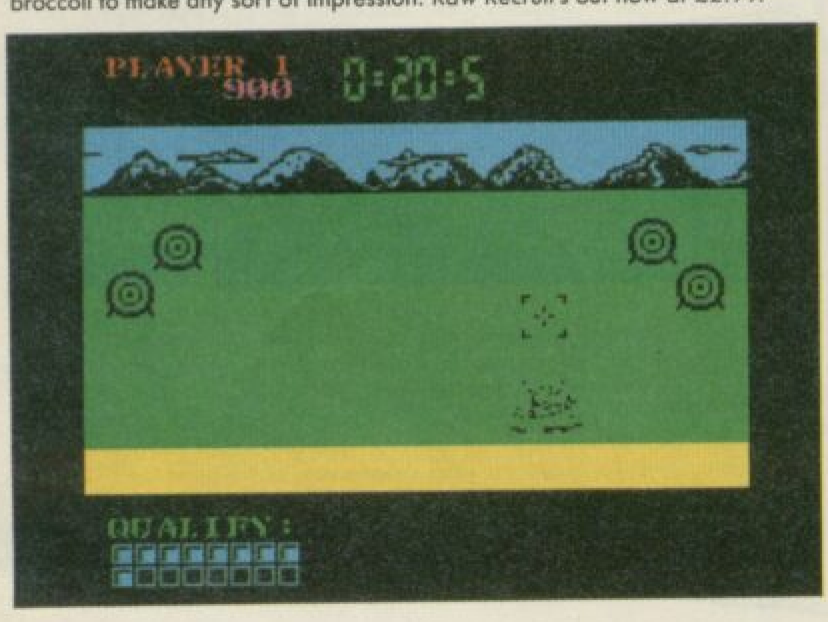


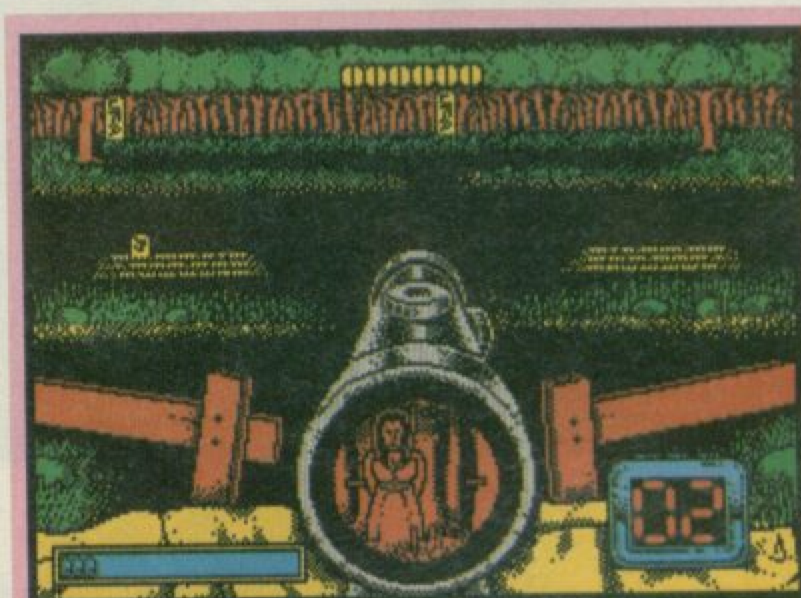
T·WRECKS

Gremlin
Ride a white swan — oh, right, the *real* tyrannosaurus rex, eh? Clearly old Rexy's causing a bit of a commotion, mainly because everyone thought he'd been extinct for a million years or so, and then he turns up, larger than life and twice as green, in downtown Balham. (*Are you sure this is right? Ed*) Anyway, Gremlin's latest biggie requires you, you poor sap, to slay the rather bad-tempered beast — or at least persuade him to come quietly (let's be 'avin' yew). Rather you than us — HA, HA, HA! But worrabout that colour, eh? More post-*Karnov* technicoloration of the who-gives-a-monkeys-about-attribute-clash school, and so say all of us. There's no release date yet for Trex (*What about Cookeen? Ed*) but we do know it'll cost £7.99.

RAW RECRUIT

MAD
Ten-SHUNNNN! Yes, it's time once again to don your fatigues, have a haircut (or ten), and polish your booties, for here we're very much in *Combat School* territory. Practise those army moves, 'cos you'll be whipping out your rifle every .000003 of a second if you want to get through any of these military testers. Talk about hard — as a raw recruit you'll be perpetually stymied. In fact as far as we can make out, you'd need to be fairly well done in a white wine sauce with saute potatoes and broccoli to make any sort of impression. *Raw Recruit*'s out now at £2.99.

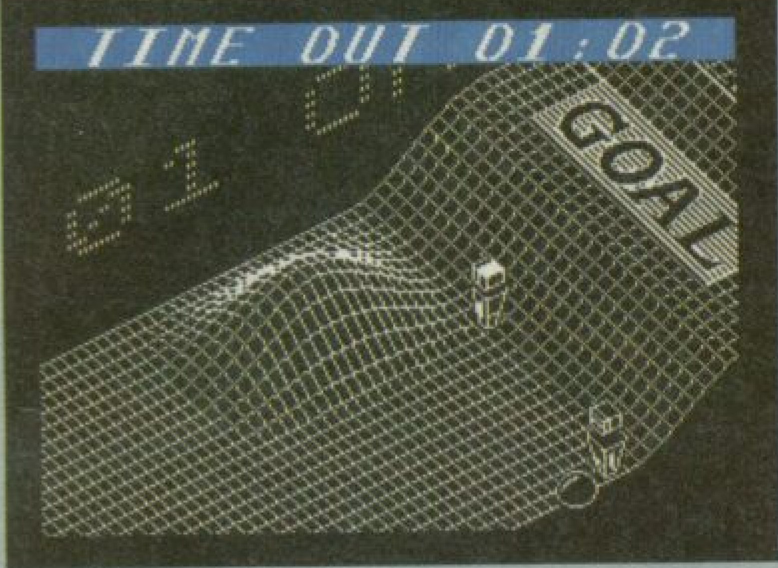




NINETEEN

Cascade
Yes, yes, yes, we know we've done this before, but we got these new screenshots, see, and we thought, well why not? And why not indeed, seeing as Cascade are taking about 19 years to release the pesky game. So, these are two more of the multifarious stages of N-n-n-n-n-n-(*Get on with it. Ed*)-n-nineteen, as you (or someone else), will play it. And, we hear, you'll also get the famous and fab P Hardcastle chewn on tape in the package. Yes indeed. Right men, let's flush out dose gooks . . .

FUTURE SHOCKS



DREAM WARRIORS

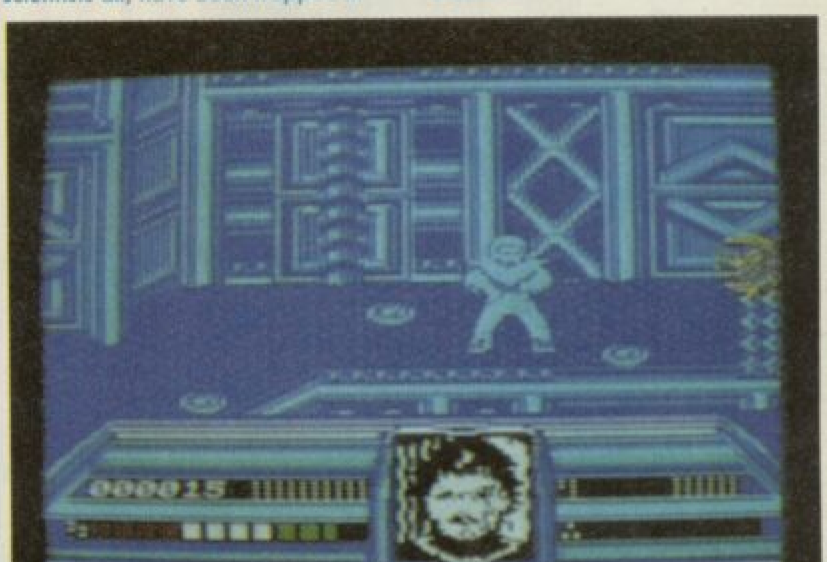
US Gold

Relaaaaax. Relaaaaax. You are feeling sleepy, very sleeeeepy. Your eyelids are dropping and your mind's becoming blank. On the count of ten you'll feel totally at ease . . . One, two, three, four . . . ten! Right now, blaaaast them!

Yup, you can forget about relaxing in the dream state in *Dream Warriors*, the latest game from US Gold. Cos here, the dream state is the most deadly place to be in. Rub a member of the Focus Fellowship up the wrong way, and this evil gang of ex-opticians will send demons from the dark side into your dreams to destroy you. Not nice, eh? Specially as your bestest buddies, Astral scientists all, have been trapped in their dream states by big bad Ocular, the most powerful dream demon of them all. Ulp!

Your job is to get into the dream state and blast your way to the rescue, picking up the dispersed dream images of your buddies on your way. But of course, this is easier said than done. And once you've blasted your way past the Demi-Demons and evil minions (Ha, ha, haaa!), you've then gotta get past the really deadly, evil, nasty that you find at the end of nearly every game of this type. Phew! It's enough to give you nightmares, innit peeps?!

Dream Warriors will be out soon, and the damage John? £8.99. Dreeeeeeam, dream, dream, dream . . .



VECTORBALL VECTORBALL VECTORBALL

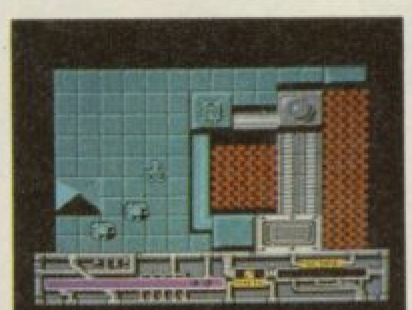
MAD

Yes, we've had *Impossaball*, *Supaball*, *Hypaball* and Kennyball — and now here's *Vectorball*, another of those boing-the-ball-around-the-screen-and-blag-some-points games! Chase your robot after the slippery little spheroid, trap it and then boot it into the back of the intergalactic net. Or something like that. There are four different tournaments to choose from, one with hills, one with ditches, one with waves (coo-ee!), furrows and troughs (*Oink, snort, dinner, snort! Phil*), and a fourth with a random mix of everything. Sounds a chortle and a third — and it's a cheapie to boot, a mere £2.99. Yo ho! And it's out now.

MARAUDER

Hewson

Any new game from the Andrew Hewson game slab is always big news — the last two, if you think about it, having been *Cybernoid* and *Nebulus*, no less. *Marauder* (previously known as *Battlecar Marauder*), features some geezer called Captain CT Cobra (fill in usual 'What a load of cobras' joke here). For absolutely no reason at all, the brave Captain trolls about in his heavy low-slung attack vehicle shooting up anyone who gets in the way. But instead of being bunged into chokey for 20 years without the option, Cap Cobra's a hero. Sounds loopy as a fruitbat to us, but never mind. Hang on, here's the atmospheric bit — 'Airborne drones scream overhead, their bouncing bombs pitching and blasting. Marauder skids and squats, its laser cannon firing. Spinning eyepods and electro-hovers spit liquid death as seeker missiles shudder over the horizon.' Well of course. *Marauder's* out now and costs £7.99 on cassette or £12.99 on disk.



. . . AND IN THE NEXT EXCITING INSTALMENT OF *FUTURE SHOCKS*

Brett has a showdown with Charlene; Roger's disfiguring injuries are finally laid bare; Maurice finally manages to open that jar of peanut butter; and at least three members of the cast are killed when a rogue zeppelin crashes into the annual family barbeque. Don't miss *Future Shocks* — same time, same channel, same games probably (oops).



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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

YET MORE HOVER BOVVER

(Editor's note: Following the letter last month from Mr I J L Griffiths, alleging that Gardensoft's recent megagame release Advanced Lawnmowing Simulation is, in fact, none other than his own game, Qualcast Rota-Mo, we have received this communication, addressed to Mr Griffiths, from Mr Adolf Bibble, senior partner of Wibble, Bibble & Boing, solicitors.)

On behalf of Gardensoft Ltd

A computer-game scout working on behalf of our clients was approached earlier this year in The Broken Arms, an east end public house. After, and we quote, "greasing a few unsavoury palms," he became the possessor of an innovative lawn-mowing game.

Later that month, after extensive gameplay testing, a team of five Gardensoft computer experts 'broke into' the program's Basic loader, and a change was made.

More specifically, line 10 was changed from REM**© Gardensoft Ltd 1988**. Furthermore the border colour on the options screen was changed from magenta to cyan.

We trust these facts will convince you of the futility in any further course of action on your part. We also remind you that court proceedings are costly fellows and that a legal aid solicitor is no match for a knobbled judge and jury.

We hope you catch our gist.

Adolf Bibble
Wibble, Bibble & Boing, Solicitors

We await Mr Griffith's reply with interest. **Ed**

OOPS, SORRY!

I collect letters of apology. I've got two from Ocean, which I got after winning a competition, in the *Victor* comic no less (no relation). The competition was to win *High Noon* way back in 84 or 85.

The first letter said we are sorry to tell you that *High Noon* is taking longer than expected to write, but here are *Gilligan's Gold* and *Daley Thompson's Decathlon* to be going on with.

The second letter said *High Noon* has been scrapped so we've sent *Match Day*, and we hope you enjoy it (I did).

I've also got one from Marcus Berkmann apologising for the length of time it took before the free game I won for the July 87 Doodlebug reached me.

I did another Doodlebug for the January 88 ish and still haven't received my free game. Do you think you could oblige with another letter of apology — I do so love them.

Victor 'Spider' Bell
Clifton, York

No I blimmin' well can't. I don't know what came over Marcus to write such a letter — he won't be doing it again 'cos he's fired! **Ed**

HAS HE WHAT?

In your May issue (page 18) in the 'Tape Troubles' bit of the *Blind Panic* piece, you mention an azimuth alignment program and a screwdriver. I know what a screwdriver is, but what is an azimuth alignment program? Please explain.

K Rickard
Fowey, Cornwall

Ah, now yer asking. Azimuth is a tape recorder technical term for the alignment of the tape head. You can adjust the alignment to match that of the machine the game tape was mastered on, which makes it load better if you're having problems. To adjust azimuth you twiddle the tiny screw which sits in a little hole just above the PLAY key. (By the way, the plate onto which the screw is fixed is only in place under the hole when the PLAY key is pressed.) An azimuth alignment program listens to the sound coming from your tape recorder and helps you to adjust the screw for better loading. **Phil**

GRIMEY GRIPES

Your answer to Mrs N McHarg of Glasgow in YS of May 1988 shows clearly that you miss the whole point of her complaint (and that of other readers including myself). If the smut you print is only meant for older readers, it does not alter the fact that it is still filth!

The problem with you is that whatever is in you must come out in some way *(Eh? Ed)*. It is most unfortunate that you have to use the guise of a computer magazine for that purpose instead of some smutty magazine like the one you gave away recently for promotion. At least then people buy it for what they know is its filthy content; in a magazine about computing we neither expect filthy jokes and innuendoes nor do we want it.

William Oost Lievense
Belfast

I have never said that what we print is smut and filth — I certainly wouldn't dream of printing anything vulgar or obscene. I'm afraid you've missed the point — the innuendos in the magazine are jokes, not a calculated attempt to corrupt the nation's youth. Only those readers of an age to understand will appreciate them: the very young just pass over it. Besides, I think you're being a touch naive if you think kids at school don't hear, see and say things much worse than the stuff we print. In this magazine you don't get what I consider to be 'filth' — I'm sorry if you don't agree. **Ed**

DOODLEBUGS

Oodle away and have doddles of fun — it's a doodle! *(Eh? Ed)* Then send your cartoon to *Doodlebugs*, YS 14 Rathbone Place, London W1P 1DE. There's a badge and a game for any printed!



This month's cartoon is from one of the growing bands of *YS* regulars, Victor 'Spider' Bell. Come on, Vic, do you really need all those badges?

Letters

DON'T GO CHANGIN'

I have just read the letter in the may issue by Mrs McHarg. I'm 14 and I think this mag is a damned good one and it would be a shame to change it in any way! The reason I've written is to say that if these 'mothers' don't like this kind of 'smut' they should stop reading it and leave the other 80367 people to enjoy a great unsmutty mag. I hope this isn't taken personally as it's not meant to be like that.

Daniel Mullender
Birchwood, Lincoln

Can't say fairer than that! (But remember that lots of mothers enjoy YS too...) **Ed**

SICK AS A PARROT'S DROPPING

While being dragged around the shops by my mum I persuaded her to buy a copy of *Your Sinclair.* But clever mum picked up May's edition of *Sinclair User* by mistake and I didn't notice until she had paid for it. So I thought I might as well give it a try and to my horror, on page 31 I saw 'The 1987 Readers' Poll Results', and under the section "Rip-Off Of The Year" *Your Sinclair* was fourth. Talk about the pot calling the kettle black. I wouldn't line the budgie's cage with *Sinclair User,* let alone suggest it was better than your mag.

Steven Green
(no address enclosed)

Remember that they've now been pushed into third place by YS — these are desperate men . . . **Ed**

SAY WHAT!

It is exactly 31 months since the world's greatest Spectrum magazine, *Your Spectrum,* was replaced by the world's worst one, *Your Sinclair.* No other magazine manages to avoid putting anything relevant or informative inside in quite the way you do. Once *Task Force* went, that was it. Where's all the old machine code utilities? Hardware projects? Book reviews? Articles? Letters that had something to say (and for that reason, I assume you won't print this one, just to prove my point)?

C Benson
Hamilton, Lanarkshire

Read Program Pitstop *recently? Next please.* **Ed**



TRAINSPOTTER AWARD

In the June edition of your brilliantly fab mag there was a mistake. HA! The review of *Sophistry* had the screenshots of *Rastan*, and in Screenshots there was *Rastan* with screenshots of *Sophistry* where there should have been the King of Maranna wandering around in his Y-fronts. If you don't give me the trainspotter award I'll blow you up HA HA HA!

Steven Crompton
Kings Lynn, Norfolk

Okay okay you win. Apart from the fact that you are of course completely correct, I can't stand violence. (The person concerned has been upended in a vat of boiling treacle, tarred and feathered and then handed over to the Your Sinclair killer bees.)
Ed

ED STOP CLAIM FOR TRAINSPOTTER AWARD STOP PETE SHAW COMPLETELY HATSTAND STOP PRIZE KWIZWORD NO 2 HAS CLUE MISSING AS WELL AS WRONG NUMBERING STOP STILL CAN'T GIVE UP READING YS END

K L Wilderspin
Great Paxton, Cambs

Black spot award for Jun '88 YS no 30.

THANK YOU FOR TELEGRAM STOP I THOUGHT THEY'D ENDED TELEGRAMS YEARS AGO STOP IS THAT WHY IT CAME SECOND CLASS? STOP
Ed

THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers from overseas to write in and tell us about the wide world of Speccy playing. Or something like that . . .

I make a request of SY to your.

I am live here Hungary and I have heard that exist newspaper, but only sometimes get towards *SY* am in the 'Computer-M' computer shop, but unfortunately I don't know purchase for don't on sale.

Therefore if you are forward two newspaper very thank *SY* for something.

Norbert Nagy
Debrecen, Hungary

Your SY badge is on its way! **Ed**

THAT VIXEN COVER

** Fnar * Special **

OUTRAGED!

I am returning this magazine to you, as a parent of a young son who is the owner of a Sinclair Spectrum computer. I am returning it in protest of the low quality and totally unnecessary and distasteful female pictures.

I see little connection between your choice of pictures and the business of computing. I have made my protest also to my local newsagent, who has now cancelled the order. A magazine with any serious credibility in the world of computers would not have to put pictures like these on the cover to sell.

Joan Fitzpatrick (Mrs)
Warrenpoint, Co Down

Sorry Mrs Fitzpatrick, I see nothing distasteful about a clothed female body. I outlined last month the reasons behind using the image — it's the one being used in the game. Still, I take your point but at the same time you must realise that we are primarily aiming at 15/16 year olds, not the very young. **Ed**

GIRLS TALK

Is this a porno mag or a computer mag? Is it really necessary for your continued existence to print revealing women on your front cover? I refer of course to the late, great May issue of 1988. Do you realise that persons of the feminine gender do buy your mag? Maybe you don't take notice of the fact that some letters you receive are signed by a girl's name.

So what if the bulk of your readers are male — you should try to satisfy as many of your consumers as possible. Is that not so?

Please do not try to imitate *Playboy* etc — it doesn't suit your computer image. I am quite sure that most girls would die of embarrassment to be seen with the May issue. I certainly would.

This apart I enjoy your mag, especially your adventure section. Now that I've vented my spleen and am all tuckered out I'll sign off with a 'Good luck' and a 'don't disappear into the gloom of time for at least a hundred years for you would be sorely missed'!

Stephanie Hume
Dundee

Oops. Well what can I say? Maybe all the male readers are offended by the He-Man type figures that are often portrayed on the front covers of nearly all computer game mags. **Ed.**

GUESS WHO?

I am writing on behalf of my mum and dad's son and my sister's brother. On the May edition, to my horror I saw a lady poser with the looks of an odious vapour. How can you possibly print such dribble? You must be madder than Mad Jack McMad the winner of last year's 'Mr Mad' competition (*Blackadder III*).

Ian Cullen
Guildford, Surrey

In other words you're writing on behalf of your aunt's nephew and your father's sister's son's cousin. What on earth does an odious vapour look like anyway? Are you sure you don't mean viper? **Ed**

ACE FACE

May I take this opportunity to thank you for a brilliant front cover on the May 1988 mag. I know there will be mixed feelings about it, but I think it is ace.

Julian Marshall
Abingdon, Oxon

At least somebody out there liked it! **Ed**

FRUITY EH?

Cor, yeah, more, more, oops, sorry, I mean, you perverted little dirty mag. I went into the local newsagents, looked up at the shelf and saw two big melons staring at me. No it's not the fruit counter at Sainsbury's — YS has gone porno. Thank you!

Andrew Randall (13)
Southampton, Hants

Porno! Ha! If you really want porno, this mate of mine... (This bit's censored. **Ed**) *not to mention the garden implements, the optional leather thongs, a bunch of bananas and Glenn Hoddle. Now that's porno!* **Phil**



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Letters

PRICKLY SUBJECT

What have you done? All I did was absent-mindedly scribble off a quick note to you, carelessly mentioning a certain 'Lisa'! So what? Well, in my school, there are many YS readers who know me, who spotted the letter (greatly cut!) in *Small Print* ish 30. They haven't left me alone with their puns about Lisa and hedgehogs — and it's terrible!

I've found it necessary, therefore, to write again to say I cannot stand Lisa or hedgehogs! But there is a certain female sixth former . . . no, no!

Rob Moorman
Plymouth, Devon

There is? And can any of Rob's friends tell us more? **Ed**

WHATEVER HAPPENED TO . . .

I'd love to know what happened to the following games:

1) *Star Trek*/Rainbird
2) *The Last Ninja*/System 3
3) *Re-Bounder*/Gremlin
4) *Attack Of The Mutant Zombie Flesh-Eating Chickens From Mars*/Software Projects
5) *Tank*/Ocean
6) *Bangkok Knights*/System 3
7) *Judge Death*/Piranha
8) *Roy Of The Rovers*/Piranha

Martin Lewis
Telford, Shropshire

Not a lot of good news here, I'm afraid. 1) Still due to come out — eventually. Question is, which decade are we looking at here? 2) Delayed until the autumn. Last Ninja 2 will be out first on the Speccy! 3) Indefinitely postponed. 4) Scrapped. 5) Ditto. 6) No news yet. 7) & 8) Since Piranha has gone down the tubes, these are unlikely to see the light of day unless another company buys up the licence and the half-completed games — which doesn't seem too likely at the moment. **Marcus**

DON'T PANIC

Just to say a very big Thank you for *Blind Panic*. It's a super game, really excellent, I've enjoyed playing it, and my two children — well, it keeps them quiet for hours. Diolch uyn fawr (for all your Welsh readers) — keep them coming. At the present we haven't made level three but we will get there eventually.

D Thomas
Ruthin, Clwyd

Yes, if you're a sucker for platformy games (like me), it's the business, innit, peeps? We've finished the latest round of cover games for the moment but look out for some more later in the year... **Marcus**

WRINKLIES RULE!

Last month you said the average reader of your mag was 16. Well, you're wrong, 'cos I just happen to be 92 million years old, which knocks the average age up to about 46. But I don't want free hair restorer, though a nice crisp fiver wouldn't be bad, eh?

Orc.
Trearchy, Mid-Glamorgan

PS In Wales, trainspotting's out — sheepspotting's in.

Sorry, there's no point sending you a fiver, but here's that sick squid I owe you! Ha ha ha! And the less said about sheepspotting the better. **Ed** *Baaaaaaaa!* **Rest of Staff**

PURE GENIUS

Knowing how awkward it can be carrying mirrors around with you (so you can admire yourself when nobody's looking), I have invented a device (keyring actually), which has two main functions. On one side is simply a happy smiling picture of yourself, which will make it possible to admire yourself at any time you desire. The luxury of this is you can be covered in zits and so be reminded how different you'll look when they have gone (ahem).

Function two, on the other side, is a Phil Snout teaser, just the thing to make his mouth water and his stomach rumble. Hold the pig-and-tomato-sauce sandwich pic in front of him, and he'll obey your every request (just as long as you buy him a real one later).

Hope you like it — it's totally unique!

Darren Wynard
Normanton, W Yorks



What makes you think I need to admire myself all the time? I've got plenty of other people who can admire me. Well, okay only one and that's my mum — and I have to pay her to do it! Sob, sob! I'm more interested in the reverse side of the keyring — the Phil Snout teaser. If it can really make Phil obey my every request I'll eat my hat — that's if Phil doesn't eat it first! Thanks very much for your lovely gift. **Ed**

KINDLY LEAVE THE STAGE

This month's crap jokes are really hot 'n' steamy! Take a whiff of these from **David Lane** of West Bridgeford, Nottingham and **Phil Kiernan** of Co. Westmeath, Ireland.

Q: How do you make a dog drink?
A: Liquidise it!

Q: What's green, has four legs and would kill you if it fell on top of you out of a tree?
A: A snooker table.

And those were the tasteful ones . . . Do you have any jokes that are both funny AND printable? (There don't seem to be many around, judging the porniness of our postbag. You're all WARPED!) Dig them out and send them to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. All those printed get an exclusive YS badge.

SMALL PRINT

PS I've just done *Sabre Wulf*. Do I get a prize for being the last person to complete it?
Julian van Eyken
Blimey what do they call you, bullet? Still you do at least persevere so I'm sending you a badge. **Ed**

PS I love you Teresa, but I'm afraid I'm totally against clowns that play mandarins.
The Kloque
Oh, I'm touched, I really am, (You don't say! Marcus). But I cannot return your love because of your prejudice against mandarin-playing clowns. What's wrong with oranges anyway? **Ed**

I'm writing this in Maths 'cos everyone's asleep (fancy that). PLEASE PLEASE get rid of the joke police!
Tony Doyle
I arrest you for obstructing an officeur of the leur during the course of justice. **Ed**

I bet you at least five quid you don't know my postcode.
Mark Towse
It's OX9 4UD actually. You owe me five quid me old mate. **Ed**

Is Phil's nose really that deformed?
C Hanway
His nose is quite normal. It just looks that way 'cos his face is so deformed. **Ed**

PS Our ages are 14 but mental ages are 0. As you can see from the speling.
Craig and Beddy
With names like that I'm not surprised! **Eddy**

YS HORRORSCOPES by Betelgeuse

CAPRICORN
(Dec 22-Jan 20) Got a headache this morning? A few too many sherbets last night? Skin feels like wax? Tongue needs a shave? Well, it's your own fault — don't say I didn't warn you. Now go up to your room this minute.

AQUARIUS
(Jan 21-Feb 19) Outdoor activities are extremely well starred this month, so Aquarian cat burglars should have a good few weeks. Look out for Aquarian rozzers, though.

PISCES
(Feb 20-Mar 20) Sign of the fish, Pisces, which certainly explains that odd smell in here. Haven't you had a bath this morning?

ARIES
(Mar 21-Apr 20) The arrival of Pluto in Capricorn is liable to affect your mood this month, turning a normally kind, generous, affable sort of cove into a slavering homicidal maniac. Go and annex the Sudetenland or something.

TAURUS
(Apr 21-May 21) Ah, the bull, which is what you'll find yourself talking most of this month. On and on you'll drivel, pouring forth an unstoppable flow of bilge. Yes, you're Anne Diamond!

GEMINI
(May 22-Jun 21) A good month in store, with you winning the pools, buying an enormous house in the Bahamas, and setting up home with Christie Brinkley. (Only kidding).

CANCER
(Jun 22-Jul 23) A momentous time for you right now — you're likely to be moving house, changing job or school, or possibly turning into an antelope. (In which case it may be time for a spot of redecorating, methinks.)

LEO
(Jul 24-Aug 23) Work is looking up this month, so if you're doing exams you're almost certain to pass everything with flying colours and eventually be elected to the Regius Professorship of Modern History at Oxford University. Almost certain.

VIRGO
(Aug 24-Sep 23) Feeling paranoid? If not you should be, as masked men carrying chainsaws will be chasing you around town this month, especially if you were chatting their girlfriends up the previous evening. My advice: stay in and watch Bob Monkhouse.

LIBRA
(Sep 24-Oct 23) Sorry, nothing happening to you this month. Hard life, isn't it?

SCORPIO
(Oct 24-Nov 22) A good month for travel, and many Scorpio businessmen will find themselves flying out to Spain for extended holidays beyond the reach of extradition treaties. For *YS* readers, it may be time to renew that bus pass.

SAGITTARIUS
(Nov 23-Dec 21) Footwear figures prominently in your horoscope, so why not pop out this moment and buy that pair of fluffy slippers you've been looking at? And don't forget the Odor Eaters™.

Barbarian II

Following the amazing success of Palace Software's *Barbarian* on the Spectrum, *Barbarian II* is almost ready to slash its way onto your screens. Our down in the dungeon correspondent, *Tommy Nash*, takes it on to see if he's man, or indeed woman, enough. (*Eh? Ed*)



B*arbarian* was a fairly normal sideways scrolling beat em up, with a well standard plot line. All you had to do was rescue-the-damsel-in-distress, Princess Mariana (The Maria Whittaker character), by slashing your way through round after round of baddies, the employees of a nasty piece of work by the name of Drax. You rescued Mariana, and chased off all Drax's meanies, but Drax himself never showed... he fled beyond the dungeons beneath his black castle, to his inner sanctum, waiting for Palace's programmers to come up with the idea for the next game.

And so, *Barbarian II* takes up where the last tackle ended, letting the player choose between controlling Barbarian or Mariana as they thrash their way into Drax's dungeon. 'Cos you see Mariana's no mean sword-swinger herself and it's her intention to whip Drax's head off... or indeed anything else he sticks out long enough. (Ouch!) The game is similar to the original, in that battles take place in a sort of head-to-head, slice-and-dice combat format, but whereas in the first game you could only exit the screen at the left or right ends, in *Barbarian II* you can walk into and out of the screen, because each level is an interlocking 28 screen maze.

The first multiloaded level sees you tramping The Wastelands surrounding the castle, looking for a way down into the dungeons. As you look for the entrance to the caverns, you are set about by the first set of *Barb II*'s truely weird array of nightmare monsters. There are some more conventional baddies like a neanderthal man and an ape, but the most horrible ones are the Saurian Beast and the Mutant Chick. The Saurian creature is the long necked thing which, if you let it, will bite your head off and gulp it down its long throat. Urgh! Worra disgusting bit of animation.

Having found your way into the Caverns, you are confronted by another bunch of slime-drenched gribblies. And this is the most subtle thing about *Barbie II*, because each group of baddies have their own characteristics, and you have to adjust your attack strategy in order to beat them. Some creatures are short and attack low, so you have to defend and attack low, others are tall, and some are just plain tough and have to be hit millions of times before they keel over. Exhausting!

After the Caverns come the Dungeons, and one of the most fearsome monsters in the game. The pits are all around you, and in order to make your way through the dungeon, you must jump over them. But if a pit thing is in the pit you're jumping over, you could be snapped in two by its giant powerful jaws. But provided you're persistant and strong, you can make your way towards Drax's Inner Sanctum. And it's here that you meet the most deadly foes, the Living Idol, and Drax's Demon.

The game graphics are superb, as you'd expect from a Palace game, but it's the massive sprites that are the most impressive, and the animation of both the hero/heroine and their many many adversaries is first class. I reckon *Barbarian II* is going to be a big hit, and I look forward to wading my way through hints and tips for it for months to come.

FAX BOX

Game	Barbarian II
Publisher	Palace Software
Price	£9.99



Orc Guard
Tall, skinny, and very green, that's the Orc guard. Watch out for his razor sharp Orcan sword, 'cos he'll trim anything you stick out. (Yow!)

Pit Thing
SNAP! That'll be the last sound you hear if you're slow about jumping the dungeon pits. That and the sound of your bones being crunched. Urgh.



Once inside the Caverns, Barbie is immediately confronted by an Orc Guard who seemingly jumps out of nowhere. To help him keep his sense of direction in situations like this, the sword underneath the frame always points to the north.

Saurian Beast
The most horrible beast in the first level, and probably the game. It'll bite your head off and swallow it noisily, as your body falls to the ground.

Neanderthal
Level one has its share of humanoid nasties, like this prehistoric club swinger. Try lobbing his head off, it's easier than you think.

Giant Grub
Slithery yucky slimy grubs, and what big, horrible nippy ones. They jump up and nip you with their pincers. Hitting them in mid air is best.

Carnivore
Eurgh! What's that? A bit like a cat with no eyes or nose, but flippin' MASSIVE teeth. It'll gore you to death unless you beat it back!



The Dungeonmaster is one of the biggest and toughest baddies in the dungeon section on Level Three. He has to be hit several times before he'll fold over, but if you're lucky you can chop his head off, one of the most spectacular and splattery effects in the game.

ILLUSTRATION : JOHN ERASMUS


IMAGI
ADVANCEMENT T
Denied his throne, RASTAN hacks his way through the horrors unleashed upon his world – FIRE BREATHING LIONS, GIANT BATS, SNAKES, LIVING SKELETONS and the LEGIONS OF THE DAMNED. Finally he must slay the EVIL NECROMANCER KARG, as he assumes the awesome appearance of a MULTI-HEADED DRAGON, to regain what is rightfully his. Is it more than you can handle?
RASTAN THE WARRIOR KING.
"SLICK AND COMPELLING" Crash
"RASTAN SAGA IS GOOD ENTERTAINING STUFF AND IT'LL KEEP HARDENED ARCADE FIENDS GOING FOR A LONG TIME" Commodore User
RASTAN
Licensed from © Taito Corp., 1986
£7·95
SPECTRUM
Imagine
6 Central Street
Manchester M2 5NS

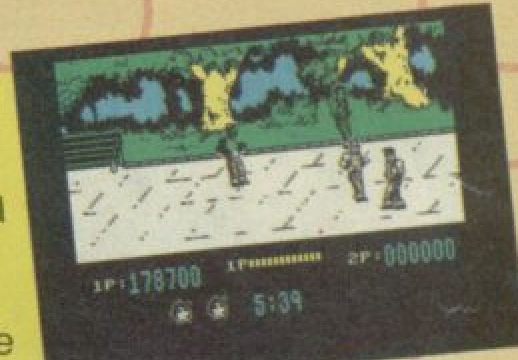


NETICS
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FIGHT
your way through
the precinct – the back alleys, the car
parks. Fight your way through
VILLAINOUS community, the
SKINHEADS, the BEASTIE BOYS, the
BOUNCERS. On a hot steamy night in
New York this is just the tip of the iceberg
on your CHILLING QUEST to confront
"MR. BIG."
"THE GRAPHICS ARE OUTSTANDING
AND WOULDN'T LOOK OUT OF PLACE
IN A CARTOON FILM" Zzap 64
"IT'S PACKED WITH FIVE
LEVELS OF PURE
ADDICTIVENESS: YOU
CAN'T GO WRONG"
Crash.
ARKANOID
type Space Fighter
MIXTEC runs through long forgotten
computer data until it finds the answer
to this threat... "VAUS 2" is launched and
speeds towards the threatening alien
presence, before it can extract it's
revenge... "THE REVENGE OF DOH."
"A GREAT GAME, FUN AND
FRUSTRATINGLY ADDICTIVE"
Sinclair User.
"COMBINE GORGEOUS VISUAL
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POWERFUL WEAPON
ENHANCEMENTS AND
ADDICTIVE GAME PLAY AND
YOU HAVE REVENGE OF DOH"
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"GO AND BUY IT
IMMEDIATELY"
Your Sinclair.
TARGET: RENEGADE
ARKANOID
REVENGE OF DOH
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COMMODORE
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STREETLIFE

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	NE	***Target Renegade***/Imagine ◄
2	(2)	***Out Run***/Sega/US Gold
3	NE	***Buggy Boy***/Elite
4	(1)	***We Are The Champions***/Elite
5	RE	***Six Pak 3***/Hit Pak
6	(6)	***Match Day II***/Ocean
7	NE	***Sophistry***/CRL
8	NE	***Earthlight***/Firebird
9	(7)	***Konami's Arcade Collection***/Imagine
10	RE	***Combat School***/Ocean



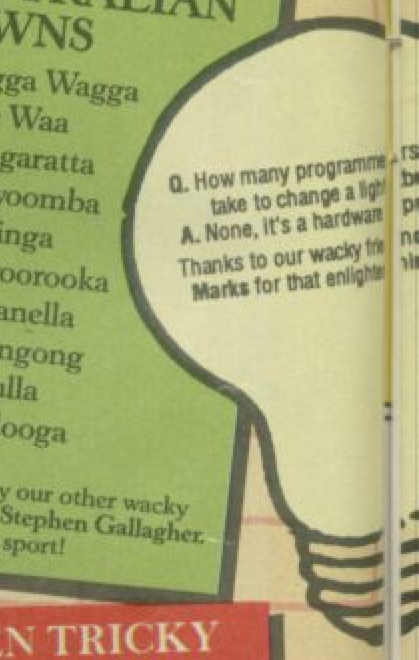
BUDGET GAMES

This Month	Last Month	Game/Publisher
1	RE	***Yogi Bear***/Alternative
2	(1)	***Ghostbusters***/Mastertronic
3	(9)	***Way Of The Exploding Fist***/Mastertronic
4	(4)	***Steve Davis Snooker***/Blue Ribbon
5	NE	***Ace***/Cascade
6	(7)	***Fruit Machine Simulator***/Code Masters
7	(8)	***Trap Door***/Alternative
8	(10)	***Soccer Boss***/Alternative
9	RE	***FA Cup Football***/Mastertronic
10	(3)	***Super Stuntman***/Code Masters

TOP TEN AUSTRALIAN TOWNS

1. Wagga Wagga
2. Wee Waa
3. Wangaratta
4. Toowoomba
5. Peebinga
6. Wooroorooka
7. Wanganella
8. Wollongong
9. Ulladulla
10. Goodooga

Compiled by our other wacky Irish friend, Stephen Gallagher. Good on ya, sport!



TOP TEN TRICKY SINGULAR OR PLURAL WORD FORMS

1. Phenomenon
2. Graffiti
3. Index
4. Stigma
5. Data
6. Opera
7. Media
8. Criteria
9. Kudos
10. Phil South

Confused? You will be, until you turn to page 86 for the answers. Meanwhile, thanks to ace grammarian Peter Young for sending us the chart!

TOP TEN SONGS WITH THE WORD 'HEART' REPLACED BY THE WORD 'NOSE'

1. ***I Left My Nose In San Francisco***/Tony Bennett
2. ***What Becomes Of The Broken Nosed?***/Jimmy Ruffin
3. ***Sign Your Name (Across My Nose)***/Terence Trent D'Arby
4. ***This Old Nose Of Mine***/Isley Brothers
5. ***Owner Of A Lonely Nose***/Yes
6. ***Young Noses Run Free***/Candi Staton
7. ***You Broke My Nose (In 17 Places)***/Tracey Ullman
8. ***Nose On My Sleeve***/Gallagher & Lyle
9. ***There Must Be An Angel (Playing With My Nose)***/Eurythmics
10. ***Total Eclipse Of The Nose***/Bonnie Tyler

Compiled by our wacky Irish friend, **Gerard Carton**. All right, nose pickers? Not 'arf!

● Essential for the man (or woman) who has everything, this new audio cassette from those wacko tape bods, TDK. The so-called 'Limited Edition' AR series cassettes are actually the height of Japanese style, super high-quality cassette tape in a sleekly designed box. The cassettes contain fine ferric particles on a specially unabsorbant tape, meaning that you get a very cheap, but high quality recording. The cassette mechanism is precise, and the casing is tough, being fastened together with five crosspoint screws. The box, the main feature of the new package, is a slim plastic case, which flips open like a cigarette case. And best of all it only costs £1.99 and comes in a choice of dusky panther Black or cool ivory White. So you think you're cool, eh? You think that your sense of style makes Bryan Ferry look like Keith Chegwin? Well if you don't record your tapes on TDK AR, then you just don't have it, sucker.



COMICS

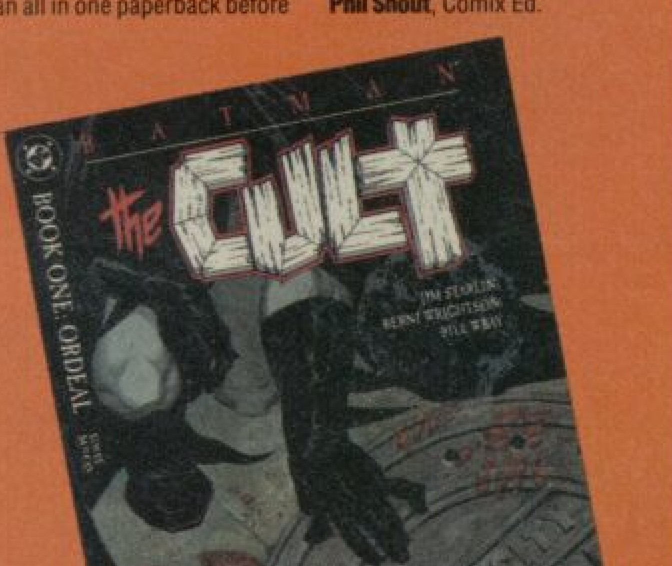
1. ***Batman: The Cult*** (DC) Part 1
2. ***The Killing Joke*** (DC) Graphic Novel
3. ***Marvel Comics Presents*** *(Marvel) 1 and 2*
4. ***V For Vendetta*** (DC) Issue 1
5. ***Hellblazer*** (DC) Issue 9
6. ***Swamp Thing*** (DC) Issue 75
7. ***Daredevil*** (Marvel) Issue 258
8. ***Iron Man*** (Marvel) Issue 234
9. ***X-Men*** (Marvel) Issue 234
10. ***Nick Fury, Agent Of Shield*** (Marvel) Issue 2

Chart compiled by **Chris Campion** at Virgin Comics

• Good chart this month, with Batman dominating as we predicted he would. *The Killing Joke*, last month's excellent chart topper has slid back to the number two slot, to be replaced by the utterly superb *Batman: The Cult*. This is a quality comic, and more like a graphic novel in feel, being printed on art paper and having a splendid glossy embossed cover. The story begins with Batman having a dream of being attacked by the Joker, and finally slicing him to bits with an axe. When he awakes from this horrifying dream, it turns out that reality is harder to cope with than fantasy. Bats has been kidnapped by a cult of rabid shamanists, and is hanging by a chain from the ceiling of a Gotham City sewer. A dirty bandage on his side covers a recent wound, and he's delirious with pain and hunger. As this is only the first part of the mini-series, I can only guess about how Batman is going to get out of this one, or how he got into it in the first place, but I'm sure all will be revealed in the subsequent parts. Rush out and buy it at once, but if you can't don't worry. My money is on the whole series coming out as an all in one paperback before the year is out, so I'm waiting for that. *The Killing Joke* is still essential reading, at number two in the chart, and if you still haven't got it yet I strongly recommend you do so before they all vanish. *The Killing Joke* is Batman and Joker as you've never seen them before.

Hellblazer is a cracking comic, I've said it before and I'll say it again. Be sure you catch this one, 'cos it deserves to be higher than five and no mistake. More demonic goings on as John Constantine battles the dark forces in modern day London. Old standards *Daredevil* and *Iron Man* are undergoing the same kind of revamps as the other Marvel heroes, but seem to be plodding a little behind in that respect. And as for *The Uncanny X-Men*, at number nine... Y'know, I've really gone off them. Since they became 'dead' they've been really boring, a bit like a group of people waiting for a plane at Heathrow or something. All that recreation and outrageously dangerous training sessions, how flippin' tedious. Hows about a proper story, guys? Has Chris Claremont had a brain transplant, or something?

Phil Snout, Comix Ed.



Rachael's back row film reviews

VICE VERSA (PG)

Judge Reinhold, Fred Savage

Ever thought that adults have it *real* good? Then why do they always tell you that these are the best years of your life? All that homework, bullying, going to bed early. Why, if I could do it all again . . . (Aged Rachael).

Well, not quite *all* again, but what if you could swop places with an adult — inhabit their body — live their life for a while? That's what happens to 11-year-old Charlie and his dad when they both hold a magical Eastern skull and make the fateful wish. Suddenly Charlie is bursting out of his teenage trousers (Oo-er), while Marshall is swamped by his designer suit.

Charlie's first reaction is to let his yuppie Pop sweat it out — so he sends him to school to find that class ain't got no class. Instead it has tests, toughs and mean teachers. Meanwhile Charlie discovers that dad's job in a luxury store is far from a day-long romp in



the toy department and that a small boy in big business is at a distinct disadvantage.

Pretty soon they're ready to swop back — but how? They can't just say abracadabra! Obviously the skull holds the secret — but it also holds big bucks for its owner, a rich art collector and her thuggish assistant, who used Marshall to unwittingly smuggle it into the country in the first place. And now they want it back.

Farce of the finest kind follows as the kidnappers kidnap a kid who's actually 32 years old, while the real teenager battles through a boardroom tussle for his job. Brilliant performances from young Fred Savage and Judge Reinhold (who can try my case any time he likes), pay off in this tale of trading places.

THE MONSTER SQUAD (15)

Andre Gower, Robby Kiger

Everyone loves the classic monsters — Frankenstein, the Wolfman, Dracula, the Mummy, the Creature — and last but not least, Snoutie. (Have you ever seen him eat?!) Of course they only exist in those corny old black 'n' white movies of way-back-when though. Or do they?

Take a group of teenage horror fans and see what happens when the real Count Dracula and his cronies drop in to their small town from a passing transit plane. The result's a lot like *Stand By Me* with shivers and shrieks — though they're mainly of laughter because this is a fast moving monster-sized spoof.

The boys of The Monster Squad find that the real thing is rather more than they can handle, but it isn't easy to convince their parents that the undead have moved in (bang goes the neighbourhood). The only solution is to enrol the help of a friendly expert in the dark realms — but where to find one in rural America? Luckily not all of the monsters are as bad as they first seem. You can put down Frankenstein's anti-social behaviour to a bad childhood and being misunderstood.

Eventually the kids are ready to wage war on the vampire and his minions, with results which are both thrilling and hilarious. You'll learn a new way to dispose of a mummy and a hitherto unknown fact about werewolves before the rip-roaring climax in the town square.

This is just the sort of movie for a summer evening. You come out feeling really great. And who cares what's lurking in the shadows on the way home? — you can deal with anything . . . well, anything except Phil with an inch-thick baked bean carnie, that is!

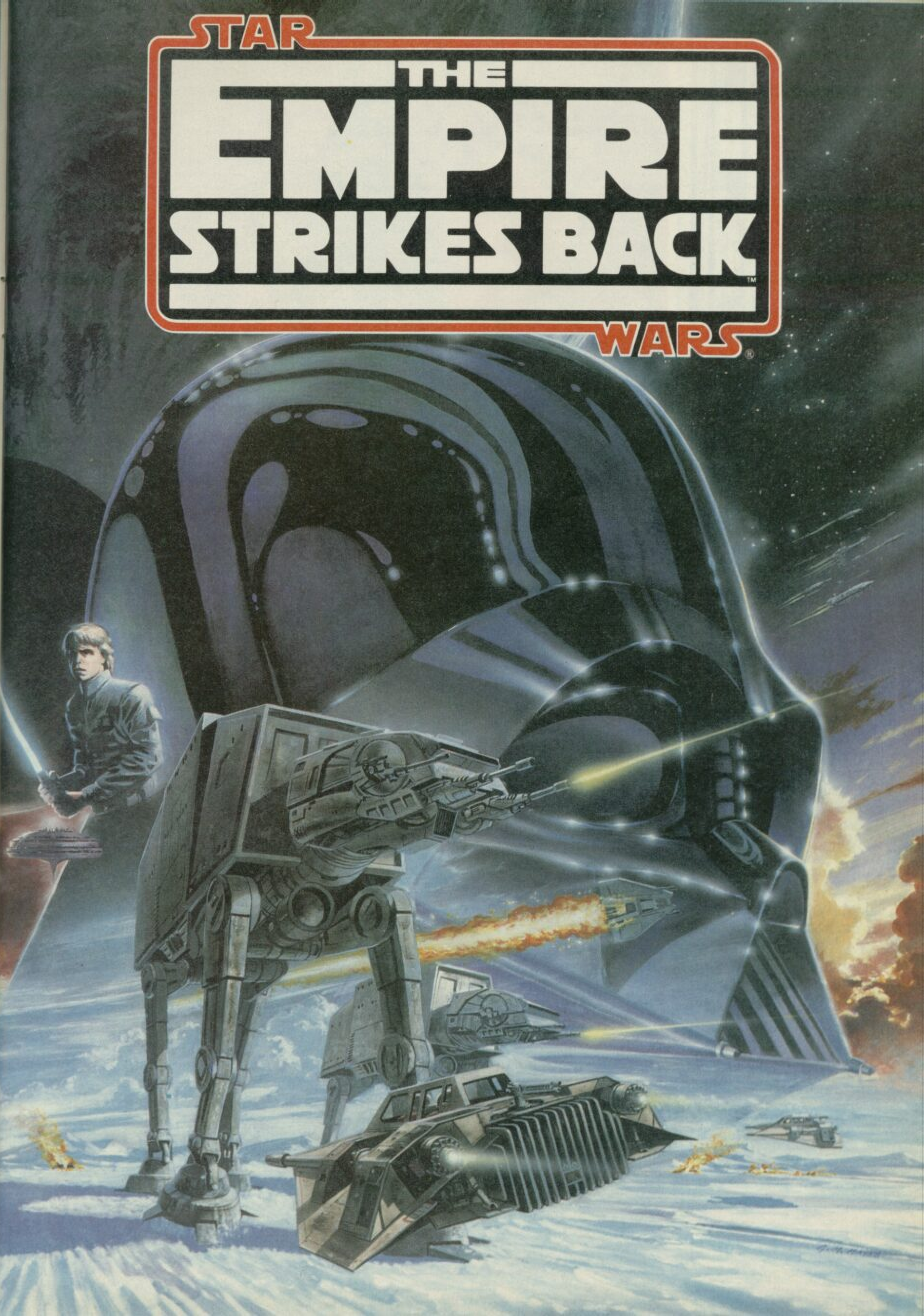


ADVENTURES

This Month	Last Month	Game/Publisher
1	(2)	**Cricket Crazy**/Alternative
2	NE	**Werewolf Simulator**/Top Ten
3	NE	**Blood Valley**/Gremlin
4	NE	**Smashed**/Alternative
5	(4)	**Football Frenzy**/Alternative

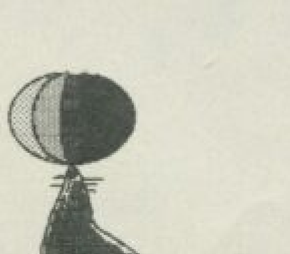
Chart supplied by **Roger Hulley** of R & R Distribution.


STAR
Brought to you by the team who produced the top-selling STAR WARS® game, THE EMPIRE STRIKES BACK ™ is the next stage of the unfolding drama.
This game follows the non-stop action of the movie and is a direct conversion of the famous coin-op.
The player takes the role of Luke Skywalker, piloting a snow-speeder against the huge Imperial Walkers. Darth Vader controls his forces with deadly cunning, using his Probots to search and attack the Rebel Base.
The action continues as the player becomes Han Solo in the Millennium Falcon, looking for safety in the galaxy whilst being attacked by Tie-Fighters and dodging asteroid storms.
May the Force be with you – Always!
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EMPIRE STRIKES BACK
Atari ST
Spectrum
CBM 64
SHIELDS
Programmed by
VEKTOR
®, TM & © 1988, 1984
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STAR
THE
EMPIRE
STRIKES BACK
WARS

SCREEN SHOTS

We're all goin' on a summer holiday, no more worries for a week or two... 'cept how to decide which game to waggle the old joystick at next, what factor sun cream to use, whether to have that seventh ice cream or not, how to get a high score on...



***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

TERRORPODS

Psygnosis/£9.99

Phil You're scanning the horizon, but you can see nothing, no sign of them. But they're there, you know it. Stumping along on their tripods, slowly, deftly avoiding obstructions. They're there all right. They were spotted by the forward station... just before it went off air, that is. That funny scream, sharply cut off by a burst of static. What happened to them? Let's hope it was quick... then you catch a glimpse, a red metallic shape moving surely through the rocks to the south. You kick in the treads of your DVS and head towards it at half speed, power up your laser bolter, not daring to think about what you're going to find. The Terrorpods are here.

Wow! I must admit that I never expected this game to pop up on the old Speccy. This has been a big hit on the 16 bit machines ever since PCW last year, I think. And very fancy and colourful graphics they were too, scrolling back and forth and side to side across an alien landscape in your Defense Strategy Vehicle in search of the deadly Terrorpods, horrific tripedal creatures with long pointy snouts.

Well the scrolling is here, as are the pointy snouts, but where's the colour, guys? Sheesh, I thought this was going to be a blastarama, but no such luck, it seems.

You have limited fireballs to destroy the evil strutting Terrorpods, and with the interial roll of the scrolling (you continue to move, even though you've stopped pushing in that direction) it's quite hard to draw a bead on the little devils. I thought the Terrorpods were supposed to suck my brains out through a straw, or something, being towering evil alien beings . . . but the sprites which met my eyes on the screen were a bit on the widdly side. Yowch! Oh dear. They seemed to have sucked my brain out! Yes, when a Terrorpod gets close to you, all your energy drains out through the hull of your ship, blowing one of your lives.

Another way you can meet your doom (don't you jest lurve the word 'doom'?) is from the many guided missiles which are fired at you by the Terrorpods mother ship, a fiendish red shape which hovers menacingly over the horizon. You can outmanoeuvre them by steering hard right or left and forward, I discovered, so they aren't really a problem. Except for the fact that while you're dodging the missiles, the Terrorpods have not only got past you, but they've also sneaked into your house and eaten your dinner. Okay, so I was only joking about the dinner, but they do get a chance to disrupt your power plants, and that, bucko, is your job! To stop them doing that!

I actually enjoyed playing *Terrorpods*, but I had misgivings about it as a game, feeling like I'd seen the like before and if it had superb colour graphics and sound it might have been just alright. But as a mono game it lacked a real spark of genuis somehow, and was a bit boring and repetitive. But that said, it's a well made game, and I liked the idea of it. Check it out before you buy.

YS CLAPOMETER

Skillful conversion from 16 bit smash hit. Gameplay is fast, animation and graphics good, but lacks a certain flash of brilliance.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7



BLOOD BROTHERS

Gremlin/£7.99

Macca Those chaps at Gremlin seem to have a fascination with blood. First came *Blood Valley*, now there's *Blood Brothers*. What next? Blood Cousins twice removed? Anyway, on with the review.

Blood Brothers begins when twins, Hark (what light from yonder window breaks), and Kren return home to the planet Slyonia to find their family has been murdered and their home destroyed, by a band of space baddies called the Scorpions. Vengeance is vowed and armed with some sophisticated weaponry, the pair set out to single-handedly hunt down and destroy the Scorpions and recover the stolen lolly. All in a day's work really.

You control (I'm not sure whether that's the right word), Hark or Kren as they jet-pac it around a multi-screen complex of platformy, geometric caverns, blasting aliens, collecting jewels, and then blasting some more aliens. But inertia and gravity effects means that one lax moment and hey, splato! you're dead. Also, when you fire, a massive recoil can batter you uncontrollably through several screens like a pinball. Ouch!

The aliens are pretty dumb, they generally stick to plain ol' left/right, up/down movement patterns. But some, usually one per screen, have an irrepressible affection for you, and will home in for a bite of your rear. And as they're tenacious little so-and-so's, it takes six shots to oxidise an alien, and this, added to the recoil-syndrome, really makes killing ET's a chore. You have little chance of surviving, what with well 'ard aliens *and* decreasing energy, ammo, and jet-pac power.

The simultaneous two-player option is okay, but in such a fast-moving downright deadly game, there's little space for skill.

There's also little graphic or strategic incentive to reach the next screen. Each screen looks much the same as the last one, and getting past each doesn't exactly require a feat of mental dexterity.

But the one little trick that really perks up this game (and its score), is the jet-bike section. This is the bit where you straddle (fnar), your ultra high-tec but still quite trendy jet-bike and go off in search of other mine shafts. To get to the shafts you have to steer your bike through miniscule gaps and around tight corners in the impervious walls that bullet towards you, whilst avoiding (or shooting) the strategically placed towers *and* making sure you don't run out of fuel or ammo. This part is really addictive. I spent a sweaty, foul-languaged hour trying to get to a certain mine shaft. I succeeded eventually (using the well-worn hackers adage:- if at first you don't succeed, use a multiface), and joy upon joys, I could re-member the route and re-succeeded on the re-play. Re-markable.

The overall game takes place over three loadable modules with differing graphics, differing routes, and differing strategies — apparently. Every level, I found, seemed to require exactly the same combination of frenetic blasting, swearing and incredible good luck. And all in all, it was a little boring.



YS CLAPOMETER

An annoying platform shoot 'em up, saved only by a savagely addictive sub-game.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■■□□□

7

JOYSTICK JUGGLERS

Those jaunty jugglers are back again having completed yet another successful sortie on the games room at Castle Rathbone.



Duncan MacDonald Still as balmy as a summer evening, and twice as cool. Our resident barm pot makes even Walt Disney look like a cartoonist.



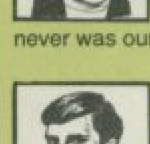
Ben 'n' Skippy — Not as you might think one flower pot man and a bush kangaroo, but none other than two ex-Ludlow all stars.



David 'Macca' McCandless — Famous for juggling your POKEs, programmes and his GCSE's, Dave is now free of them (the GCSE's we mean), and concentrating on completing his take-over bid at *YS*. (Gulp).



Sean Kelly — Still hasn't completely forgiven us for that pun about his home town last month. Well, geography never was our strong point!



Jonathan Davies — Although finding it difficult to prise himself away from his ST, JD still finds time to wibble his wubber keyboard for us. Ah, innat nice?



Nat Pryce — Down in the Bargain Basement again, the boy from Bristol takes a look at the latest cheapies.

YS SCORES

10 — Yaaaaaay!
9 — Woooaar!
8 — Wahay!
7 — Cor!
6 — Ooooh!
5 — Hmmm
4 — Errrrm
3 — Weeell
2 — Bleuch
1 — Heeeughie

MICKEY MOUSE

YOUR SINCLAIR MEGAGAME

Gremlin/£7.99

Ben 'n Skippy At over 50, Mickey Mouse is still performing better than most superhero types. Imagine the lifestyle of this world famous rodent; girls, money and copious amounts of ripe cheese; he's got it all, except the wrinkles (bah)!

This is Gremlin's second release based around the wonderful characters of Walt Disney, the first being the somewhat childish *Basil The Great Mouse Detective.* Gremlin has the licence to all Disney's characters so there's bound to be more on the way — and if they're all as good as this the world will be a better place to live.

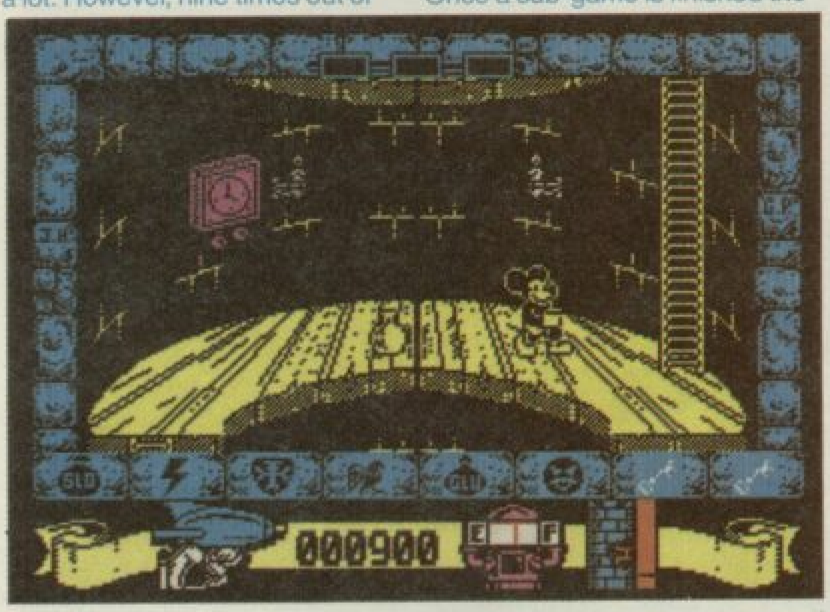
Four nasty witches in the pay of the evil Ogre King have swiped Merlin the Magician's magic wand and cast a hugely evil spell of Poll Tax over Disneyland, leaving the peasants with no money (heard that somewhere before?). Just to make things seem even more bleak the witches have broken the Wand into four pieces and hidden them at the top of each tower in Disney Castle, where they're currently holed up. A birrova problem I think you'll agree.

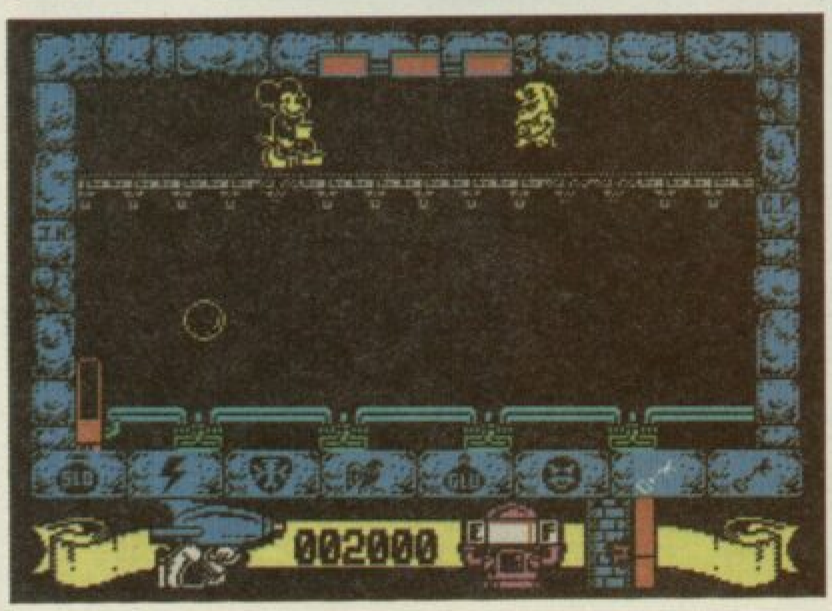
With a cry of 'Never fear, Mickey's here!,' in walks our unlikely hero, volunteering to get back the four peices of wand and so restore at least some normality to the land. He bounds into the game with vigour, determination, a hammer and a water pistol only to be killed immediately because he hadn't waited for us to explain the game properly (ha!) . . .

Within each of the castle's towers there are platforms which are connected by ladders. The platforms are patrolled by minions of the Ogre King. There are two types of these; ogres which can be beaten to death with Mickey's hammer, and ghouls and spirits which can be squirted back to the grave with the water pistol. Pressing the space-bar toggles the weapons. Bashing ogres is easy enough; squirting the bad guys is more of a problem, as the water pistol occasionally runs out of ammo (touching Ogres and ghoulies also results in a loss of water), and when it does, it means instant death!

Luckily, when you squirt/beat the living daylights out of one of the meanies, their earthly remains mutate into some surprisingly useful gadget or other. This can be a smart bomb (which looks like a rocket), a sort of levitation spell which stops you falling off platforms (an eagle), a speed-up spell (a flash of lightning), a slow spell (which, oddly enough, slows down the monsters), and a snarly grarrrrrr face (which scares all the meanies so badly that they all run away from you!) to name but a lot. However, nine times out of ten (well, probably), you'll be presented with a lil' bottle of wickedly powerful enchanted water which can be stuffed in your pistol (fnar!) and squirted all over the place (fnar, fnar!). Alternatively you can just bonk the ogres (fnar, fnar) with your hammer. Occasionally you meet a super-'ard ogre who's twice the size of Mickey- bash 'im once, and he splits into two normal size meanies who can be disposed of in the usual way (bof, pow!).

On most of the platforms there is a door which acts as a passageway into the unknown realm of the sub-game. To complete each tower, all of its sub-games must be completed. Once a sub-game is finished the door boards itself up and you can't get back in. (The monsters can't get back out either so that's not altogether a bad thing). Keys are naturally a vital pre-requisite to getting through the door in the first place: you start with two and can collect more should any of the monsters happen to leave them behind.





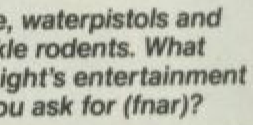
The first of the four sub-games likely to be discovered is a pac-man type flip-screen maze game in which Mickey has to pick up a hammer, some nails and some wood. Dotted about are one or two black balls which guard each screen, hearts which give you extra lives (you have three lives on each sub-game — when all are lost you return to the platform) and power pills which give a few seconds invulnerability. Once all the bits are collected then it's out through the exit and off to find the next challenge.

Mickey's graphics are excellent. Obviously, they're not quite Disney standard, but they're as good as you're going to see on a Spectrum screen. The sound is jolly; loads of bright breezy tunes help you through the 48K version and though the colour isn't used too liberally it certainly adds flavour. Gameplay is only marred by the maze sub-game which gets incredibly tedious after a few goes — the others make up for it heartily, though. There is plenty of variation and challenge in this game, which could have been as boring as a George Michael L.P. (well, maybe not that bad, but you get the idea . . .). We reckon it's well worth forking out for.

YS CLAPOMETER

Violence, waterpistols and cute lickle rodents. What better night's entertainment could you ask for (fnar)?

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



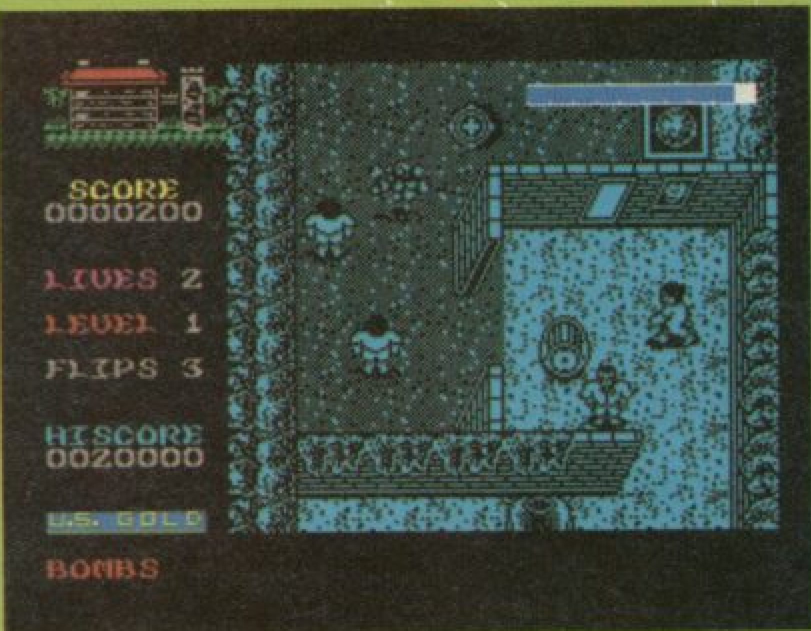
9

US Gold/£8.99

Duncan What do you get if you take seven parts *Ikari Warriors*, three parts *Gauntlet*, mix them together, pull out all the colour and then slow down the action? Give up chumbles? Then I'll tell you: You get the latest coin-op conversion from US Gold. Known as *Halls Of Kairos* in the arcades, the home computer version is called, for some reason *Desolator.*

Oh dear, it's blurb time, and bimbo here's only gorn and lost the blurb sheet. Still, I can remember the gist even if I can't remember all the silly names; here goes. You play a geezer called Mac and you have to explore a castle. Problem is that the castle happens to be owned by the most evil person in the whole multiverse, Kairos the Great Satan. Crikey. And more — the castle is populated by his family and friends (and this is where I forget the names so I'll make some up) — Xaxixjex, Pippin the Wondermule, Ron Hardman and Major Binkie Smellybot to name but a few! They're all horribly horrible and try to stop you rescuing the 'babies,' for that is your quest.

DESOLATOR



Like *Ikari Warriors, Desolator* is a vertical scroller with a not overly generous horizontal playing area. The whole thing's monochrome (the five levels have different background colours,) but the sprites are all clear and easy to see. Also like *I.W.*, you view from above and behind but, (and this is where the *Gauntlet* element comes in), there are rooms to be entered and certain routes to be avoided. Also more in the *Gauntlet* mould are the nasties: sword throwing knights, zombies, fire breathing wall thingies and, well, general 'evil castle' spookery.

There're end of level meganasties to kill (fiendishly difficult to begin with but sussable) and babies to collect. These babies, called Peters, are trapped behind various mirrors in the complex. Near each mirror is a shield which has to be punched to release the vile bairns who can then be collected by contact. Now, here's a funny thing; in the blurb it says that picking up six of these horrid little yukkies makes you invincible for a bit. My experience was that picking up *eight* made the screen go red but there was no sign of invincibility — unless of course the power only lasts for thirteen pico-seconds. Oh yes, your weapons: fists to begin with, but grenades can be picked up along the way.

Anyway, what do I think about *Desolator* overall? ... I think it's okay, actually, but I have got a bit of nitpicking to

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Electronic Arts/£8.95

ARCTIC FOX

Duncan Yonks and yonks ago (about a year at least), I saw a game called *Artic Fox* on a friend's Commodore Amiga. Solid filled graphics, squeaky 'tank trundling' sound effects and lot's of zaap-boom fighting action in the snowy wastelands. Great fun! . . . 'There'll never be a game as good as this on the humble Speccy', I recall myself thinking. And then what happens. Gor blimey, if Firebird doesn't release a game called *The Sentinel* — solid but slow. Then *Driller* blimey solid and not so slow. And then *The Dark Side* — solid and almost smooth. And what drops into my hand today? Only a Spectrum version of *Arctic Fox* by cracko!!!! I almost damaged my tape recorder as I jammed the cassette into its jaws in a state of hyper-expectant frenzy! I paced back and forth, palms a-sweat, until eventually *Arctic Fox* had loaded and was waiting in my Spectrum.

Oh dear.

Oh dear, oh dear, oh dear . . .

Where can I start? Well, for one thing the graphics are vector. Nothing wrong with that — I don't mind vector graphics (*Elite, Starglider*). Besides, vector graphics can move really fast!



Oh dear, oh dear, oh dear . . .

These ones don't.

Scenario? Well, you're somewhere near the south pole, inside a futuristic tank. You're surrounded by squillions of enemy craft; planes, tanks, rocket launchers and things like that. Your weaponry consists of cannon, droppable mines and guided missile, and with these you've got to make your way through the enemy lines and destroy the command HQ.

The 'action' takes place in a quarter screen sized window in the centre of the screen, with radar scanner and various iconry scattered in the surrounds. The graphics are small, scribbly and hard to make out. The animation 'up-dates' very slowly and everything jerks across the screen in what seems like character-square lumps at a time. The response from keyboard and joystick inputs is

do:
Nitpick 1: Control of the main character isn't 'crisp' enough for my liking.
Nitpick 2: Loading (especially on 48K), is a real pain — takes ages.
Nitpick 3: There are bugs. The game isn't riddled with them by any means, but it did freeze up on me twice forcing me back to Nitpick 2.
Nitpick 4: The sprite for the main character is exactly the same sprite used for a lot of the nasties. Can get confusing.
Nitpick 5: The heads of Kairos at the end of level one look *exactly* like a bloke I know called Frank, who's a social worker. I wonder if Kairos, too, drives a clapped out Renault four?

Actually, that last point was quite a smooth link into my end piece — yet another of my infinite supply of unbelievably hilarious jokes.

Question: How many social-workers does it take to change a broken light bulb?

Answer: None — they're all too busy trying to change the one that works.

YS CLAPOMETER

Birrova hybrid of Ikari Warriors *and* Gauntlet, *quite good fun, but not as good as either of the above.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

sluggish to say the least, and pretty soon total confusion and bewilderment sets in. Or it did with me, anyway.

If this was a budget title, I would probably say "Gosh — this is quite an undertaking for a cheapie, but that still doesn't make the gameplay any better." At full price, all I can say is, erm, 'Oh dear, oh dear, oh dear.' And seeing that I'm the kind of cad who likes to kick a man when he's down, I can only add that a game set at the south pole should be called *'Antarctic' Fox*. Nuff said.

YS CLAPOMETER

Fairly dire conversion of a 3D tank game that could have had a lot going for it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5

YOUR SINCLAIR MEGAGAME

SKATE CRAZY

Gremlin/£7.99

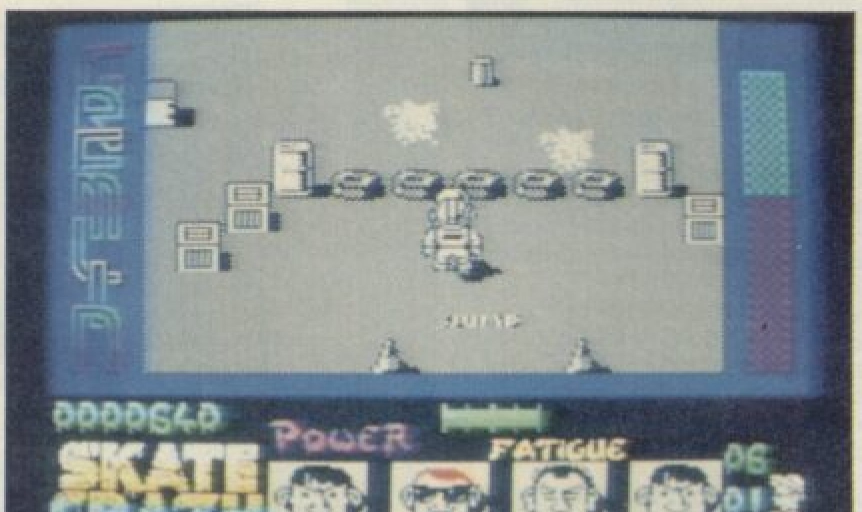
Duncan I read somewhere that an infinite number of monkeys, given an infinite amount of time (and the same number of typewriters), could, purely by chance and the law of averages, reproduce the entire works of William Shakespeare — word for word! As a little experiment I'm going to leave my pet monkey, Pippo, in charge of this review. He's got until I get back from the sea-side tonight! Byeeee!

Hello, I'm Pippo, and I'm typing at random. (*'We know' — lots of astute readers*). I've seen my master playing this game, and I'm going to tell you all how good it is.

As you might have gathered by the title, *Skate Crazy* involves you in the crazy world of roller skating. You control a little chap called Freddy who has, along with some of his chums, taken over a disused multi-storey car park in order to hold a grand roller-skate competition! There are four courses (levels), and the general idea is to perform a variety of stunts whilst accurately following a pre-set route in the shortest possible time. This will impress the four judges, which is quite important actually, as only high scores will allow you to progress up the levels.

Each course takes place on a very large playing area, which is a beautifully smooth eight way scroller (monochrome graphics), viewed from above. On the ground are numerous white arrows, which designate the route you have to take. To either side of these arrows are items such as boxes and tyres, which will knock you out for a few seconds and drain your energy if you collide with them.

There are loads of other hazards strewn about the course — oil patches, sand patches, glass, potholes and much more besides. These all help to faff up your score if not avoided.





From the moment of starting a particular course, a timer will begin to tick down, but passing between sets of flags positioned in various places on the track will bounce the time back up to maximum setting. Failure to reach these flags in time will result in the loss of one of your four lives.

Also scattered around are ramps. Jump these at speed and, while airborne, rotate your joystick clockwise or anti-clockwise (or indeed both), to perform aerial pirouettes. Mind you, if you're silly enough to land backwards, the joystick controls get all wibbled up. My master cursed several times at this point. Mind you, in later levels I believe that some 'flag-points' have to be negotiated in a bottom-first direction, so I think my master would be wise to practice this art!

Anyway, let's assume you've managed to negotiate the entire course having successfully avoided all the 'avoid things', collected all the 'collect' things and pulled several hair-raising 'stunts' out of your 'stunt-bag', the four judges will raise their score cards — which in this hypothetical case would probably be four 'nine's' — allowing progression to the next level. (My master thought he was doing well when he got an average of three, and he has the audacity to call ME a stupid chimpanzee!!)

With its lovely graphics, beautiful animation and frenetic and addictive gameplay, I think I will have to dosh out a pretty high score for *Skate Crazy* — and I think I had better do it pretty quickly, as my luck must be running out and I'll soon, no doubt, be typing absolute gibberi%66@9?‹33dy m LK#b.

YS CLAPOMETER

*A beautifully presented and very tricky roller-skating avoid 'em/collect 'em and do lot's of stunts 'em up. Great stu%£*D4j.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

JARRET'S LOG

Ever since our plane crashed into this godforsaken jungle I have been determined to keep a record of our adventures. Unluckily there is no recording studio available so I have had to settle for a diary... in the hope that one day somebody makes a computer game of the whole affair!

1 May: We spent the night camping by the plane — at least Clive did. Gloria says it's just his age. As dawn broke, I gathered my troops together. The first job was to collect the wreckage, including the bottle, for water. I spread it out amongst our party (we're party animals really), so that should somebody perish we wouldn't lose everything.

I got to thinking about the computer game. You could just press space to bring down a window containing our portraits, select one with the cursor arrow, then select with space again. That might produce another window, with a portrait of the person in question — in this case, Gloria — and the four pockets. At the bottom would be any objects lying around the vicinity, which could be selected by moving onto their box, pressing fire, which would change the cursor into the object, then dragging it into the top of the window.

We walked left for a further box of supplies, before walking right to pick up a couple more objects, then heading upscreen, towards the mountains.



1 May (later): After following the cliff face along to the left, and dodging the odd falling boulder (which reminded me of Gloria), we came to a low slung bridge (also like Gloria). A thought here on the computer game (maybe they could call it Jarret Of The Jungle) — a sound effects option would be useful, so that you could hear when rocks were about to drop onto you.

But I digress. We were crossing the bridge when suddenly the planks gave way below chubby Clive. Luckily I'd remembered to pick up the rope in the first screen (what — don't say you forgot), and dragged him out. Clive was grateful for the drag and is now poncing around the jungle like Danny La Rue on an off day.



Ocean/£7.95

WHER
STOOD

Like the *YS* office at five to five on a
Ocean's latest 128K only, arcade adv
***Rachael J Smith* in search of living fo**

First they gave you *The Great Escape* but now those dinosaur hunters at Denton Designs deliver an even greater escape. It's just like some Saturday afternoon movie where big lizards with stick-on rubber fins stand in for Stegosauri (classically educated reviewer), and muscular hunks spout lines like, "It's as if time stood still (gasp)." Well, you'd be advised to look lively if you don't want to end up a dinosaur's dinner.

The lost plateau is not the ideal place to crash-land your four-seater plane, but it was all Jarret could do to bring his passengers to safety on the edge of a cliff. Now he's responsible for taking them out of this prehistoric hell-hole and only one thing is certain — it's going to be no picnic (the Thermos got broken in the crash).

And who are they, these four individuals, thrown together by fate? Jarret himself is the he-man all-rounder. Athletic Cambridge scholar Dirk was recently married to Gloria, a tough cookie in a fragile frame. And then there's Clive, an overweight businessman and Gloria's father, who's about to learn that American Express will *not* do nicely for a crowd of angry natives.

Each of these characters has their own uses, not the least of which is the ability to carry up to



2 May: Night draws on — at least Clive wears his. For the rest of us this is a welcome chance to sleep. Well, for Gloria and her diminutive squirt of a boyfriend, Dirk, it is. Never could a man have been more accurately named — if only his surname was Head. What Gloria needs is a real man — one with a macho name like... well, Jarret's pretty butch, don't you think?

I stay awake though. There are even more important matters in hand — though I've told Dirk it'll make him go blind! We headed to the right after the bridge, following the cliff edge, and watching out for more falling boulders, until we reached a safe place to get some shut-eye, safe in the shadow of this character selection menu. It allows us to turn off the infernal music which is keeping us awake, or to reset the game if we want to live through my finest moments again.

E TIME
D STILL

n a Friday, time appears to have stopped in adv enture. We sent aged... errrm, ageless fos sils. (*Try* Sinclair Abuser *and* Crush. *Ed*)

SINCLAIR MEGAGAME

four objects, one of which is a bag which can hold a further four. Not that they're mere beasts of burden. Each one also has their own character, which you'll need to exploit to bring everyone home to safety. For example, Dirk is a great help providing Gloria survives, but if she bites the dust he becomes a hopeless dork!

For such a vast and complex adventure, play is remarkably simple, with just four direction controls, plus fire to make the character run (must be that jungle food) — though this is hardly advisable if you're leading the group as you're likely to leave the rest behind. There are also two menus (*Yum, yum. Phil*) — one to select characters and the other to control their inventory.

The graphics are everything you could ask and as imaginative as you'd expect from Denton, and the depth of the game is quite superb. My only grumble is that you can't save a game, which means you'll spend a lot of time repeating the early stages when you make a fatal mistake.

But all in all *Where Time Stood Still* looks destined to go down as a classic Spectrum game — and it's almost certainly the best that's been produced solely for the 128. More of this sort of thing, and the machine will have a whole new lease of life. So get into the realm of the dinosaurs — and find out how time flies when it stands still!

2 May (later): I have been persuaded to make a detour into the mountains on a winding path. It proved fruitful because we found a knife. That can mean only one thing — the Swiss Army were here before us. At least if I need to get a boy scout out of a dinosaur's hoof I'll know what to do.

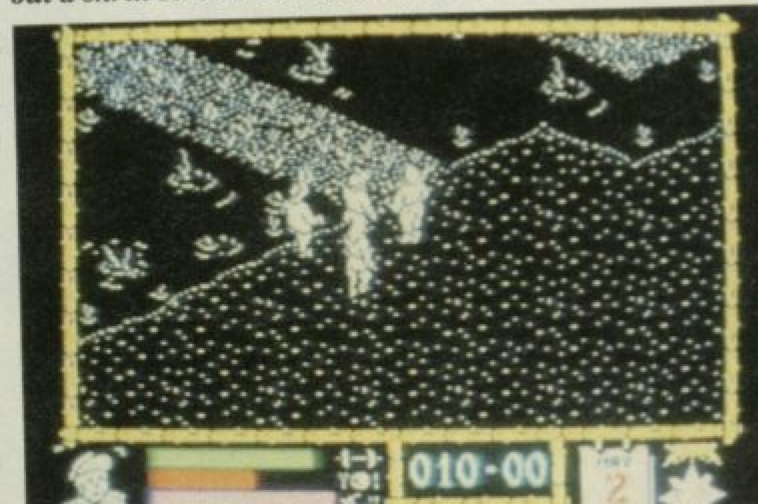
Talking of fruits, we were taking a well-earned rest when Clive started to grumble. If only he'd keep his voice down but speech bubbles that size can be seen half a mile away. A leader has to understand the psychology of his charges though. I listen to their requests for food, water and a tea-break — then look at the bar chart at the bottom to see if they're telling the truth. Trying to keep everybody happy, and stopping to let the slow-coaches catch up in case they wander off on their own, is more like being a teacher with a school party. Next time I crash my plane in the jungle, I travel alone!



2 May (even later): We were heading away from the mountains when we found ourselves in brown sticky stuff. I know that Clive had been grumbling that he wanted to use the bog, but the massive swamp which blocked our path was not what he had in mind. Gloria said that if you walked onto it you'd be sucked under immediately. I began searching for a path.

Eventually I found one, but discovered that if you stop walking for one moment, you begin to sink.

With wellies full of muddy waters (who insists on singing an r'n'b song about how sweaty my feet are!), I returned to land, and found that there are several paths across the swamp — only one of which will get you to the other side. A-maze-ing! I was also able to tell the others that there's a giant octopus lurking by the waters edge, which tries to grasp you with his tentacles. Clive let out a shrill screech and donned his cricketer's box.



Meanwhile, not wanting to appear egotistical, I think **Jungle Jarret Saves His Chums (Part 1)** *sounds good. Just then a flippin' big budgie swooped in. 'A pterodactyl,' shouted Dirk. 'Terror — schmmeror,' I replied, 'I just hope it's not got loose bowels!' I was about to shout 'Shoo!' when... Help. The damned thing's got me in its beak. Doesn't it know that I'm the hero of this escapade... ARRGGH!*

(From this point the diary continues in another, more feminine hand...)

Following the discovery by our gallant leader that this is one of the areas plagued by predatory pterodactyls, swiftly followed by his sudden demise, I, Gloria, took charge of the remaining trio — immediately ordering Clive to complete this log in his elegant calligraphy.

Now without the need to stop for photographs every five hundred yards, we made good progress. I soon found a path across the swamp, about half way up, which wound round, but eventually delivered us to dry land. That led straight into a native village, but luckily Dirk has a little knack — for translation that is. I always suspected he was bilingual.

Soon Clive was gossiping away with the natives about dress hints, how to sew sequins onto a loincloth, and how dropping the odd bauble may make them more friendly.

Now it's a question of going down to the river, where we can refill the water bottle, then finding a way across. There appears to be a path behind the waterfall, but I'm not sure about a Bridge Under Troubled Waters. After that I've heard tell of a stone circle and another native village, as well as a temple and many other thrills. But the most exciting prospect is... appearing on Wogan when I lead these dead-legs to safety.

What about Jarrett though, you ask. A tear forms in my eye. He shall have his memorial — the computer game. Only it's going to be called The Heroic Adventures Of The Great And Good Gloria. So there!

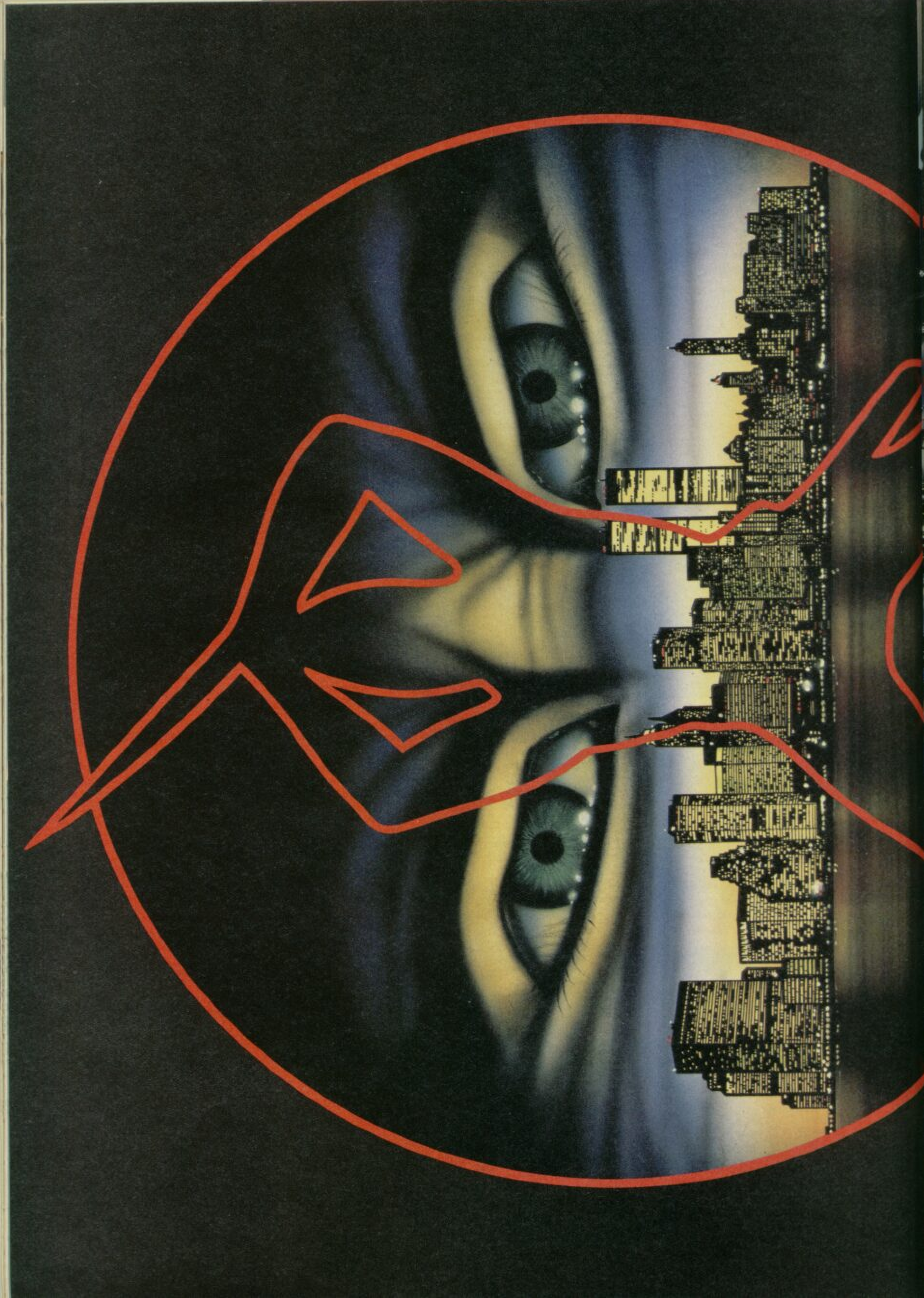
YS CLAPOMETER

A superb arcade adventure for 128K owners only. All the thrills of lost worlds and lands that time forgot in a true computer movie!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

Okay — so for once the *YS* Seal was so impressed with a game that it let us review a copy which still had a couple of days work to be done. Denton swears that it's working like Rentokil to iron out a couple of minor bugs — and based on past performance, we believe it. But rest assured, we'll be looking at the final release version and any alterations to the clapometer won't just mean a marking down in the mag, but the programmers will be up to their lower lips in dinosaur doodies!




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And down in the basement this month, it's *Nat Pryce* — himself available at 20% discount on alternate Thursdays. Any offers?

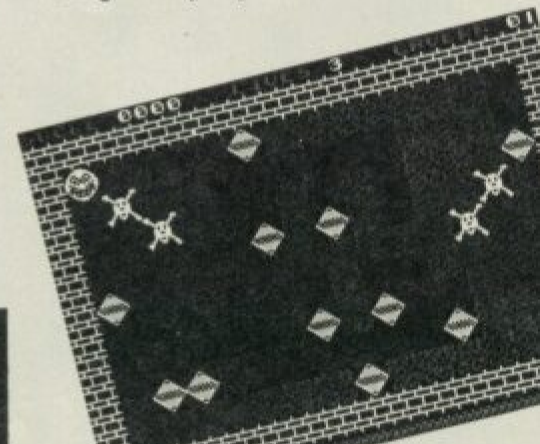
BARGAIN BASEMENT →

ROCKFALL

Top Ten Software/£1.99
Yawn... not another *Rock*-thingy game. We've had *Rockman, Rockford, Rock 'n' Roll* (a *YS* listing), and now here's *Rockfall*. Incredibly, all these games have you burrowing about in dirt dodging falling rocks. Quelle coincidence!

Rockfall mayn't be the most original idea since sliced bread, but its pretty nifty nonetheless. You play a subterranean Pacman who eats mud (!) and travels through caves of rocks, earth and boulders in search of diamonds in the best *Boulderdash* tradition. Clear the screen of sparklers and dash to the exit, to proceed to the next cave with a juicy big bonus, (slurp). Of course, the ice ain't too easy to get yer mits on — it's surrounded by devious puzzles and it's all too easy to get squashed into Pac ketchup just as you clear the screen. (You bite the dust, you could say!).

A good mix of quick arcade reflexes and mind mangling puzzle solving is required — not one for *SU* readers I'm afraid — but most game players will find it an enjoyable, if not totally riveting two quids worth. And you get a free screen designer too; now that's what I call value for money, er, well a screen designer anyway...



SPACE JACK

Power House/£1.99
You are the Federation's greatest pilot, and must face the toughest missions going in order to get your next pay rise. Hmmm... Why is it that the Power House has all the corniest plots and, now I think of it, all the naffest games? *Space Jack* must be one of the very worst games I have ever played, and I've played some terrible games I can tell you!

It is split into three parts, all of which have terrible graphics, are totally unplayable and are completely devoid of any addictive qualities. Even at £1.99 this is a complete rip off. Leave it well alone.

ON CUE

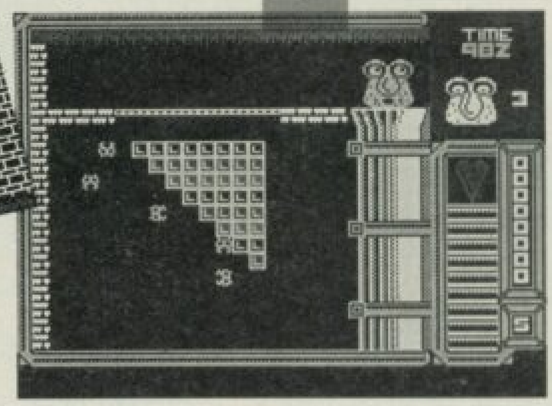
Mastertronic Added Dimension/ £2.99
Snooker games have been around on the Speccy ever since the first rubber keyed door stop stepped off the ark, and none of 'em have been anything to write home about, almost as bad as watching the stuff on TV in fact. *On Cue* is no better than any other snooker game, though in this package you get both pool and snooker games on one cassette.

It suffers from all the worst problems possible in this kind of game. Attribute problems change the colours of the balls, the controls are fiddly, inaccurate and sometimes over-responsive, and the balls slow down drastically when many are moving. *On Cue* is fun for a while, but the appeal soon wears off and it becomes terribly boring. Only buy this if you know you like this kind of thing.



NORMAN

Power House/£1.99
Norman (as this game is called on the inlay), or *Cubitoid* (as it's called during the game), is claimed to be a "new concept" in computer games. (Where have I heard that before?) Power House has called it a plummet game, 'cos thats what you do — fall down several screens, trying to bump into and destroy energy cubes and avoid the guardians who sap your life force. It



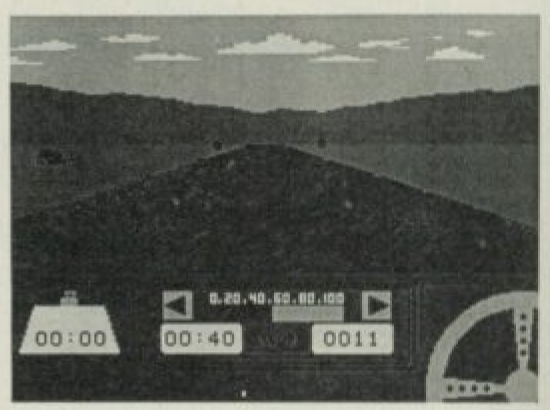
doesn't sound like much of a new concept, does it? I must have typed in dozens of games like this from Sinclair programs when I first got my Spectrum.

As these games go, *Norman/Cubitoid* isn't that bad — it has some nice graphics and silly effects and noises, and is generally well presented and playable — it's just so un-addictive. Don't be fooled by all the "new concept" rubbish and the attractive screen shots. *Norman* is boring with a capital SH.

RALLY DRIVER

Alternative Software/£1.99
Back in the old days a software house called Five Ways released this program called *Rally Driver*. Lots of people thought it was pretty good. Now Alternative has re-released it at budget price, and I must admit that it doesn't look too good next to more recent road games.

I must stress that it isn't an arcade game, but a serious simulation. It really needs two players — one to drive the car and the other to navigate using the map on the inlay — quite an original idea, really. It's a pity that the game itself isn't that hot. The graphics are sparse and tiny, and the animation of



the road is jerky.

Arcade fanatics will not like it, but simulation buffs might find it good value at this new, lower price. Play it first before you buy it.

POWERAMA

Power House/£1.99
A fleet of huge alien spaceships is heading towards earth and only you, a humble scout ship, can stop them in time. Isn't it fortunate how routine patrols are always around when megalomanic aliens go on the

CERIUS

Atlantis Software/£1.99

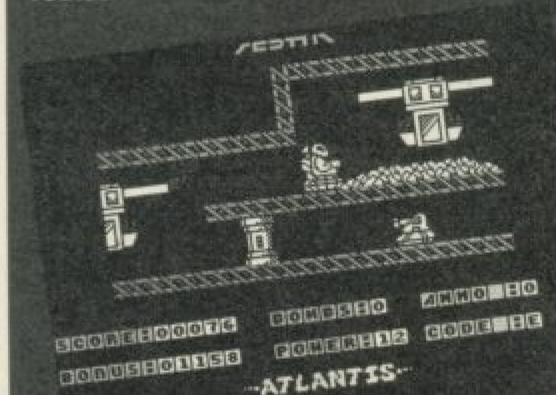
I'll bet you're expecting me to fill this review with *Cerius*/serious jokes, but I won't, Ceriously (whoops!). Instead I'll tell you about the plot (rustle of cassette inlay)... oh, there isn't one. That puts a stop to any witty first paragraph, I suppose. (*Get on with it. Ed*)

It seems that you must drive your Avenger V4 tank through loads of screens of *Exolon*esque landscape, blowing things up, shooting things down and generally revelling in all out wanton destruction. Most of the familiar features from *Exolon* are here — teleporters, flying aliens, missile launchers and add-on armour. There are a few new bits — you must collect codes to complete each level and solve four-letter anagrams, (brain blending, I'm sure!). And you can go back to screens you've already completed, something you do quite a lot, as useful items can only be reached by quite torturous routes.

The main downer in *Cerius* is the size of the playing area. Someone got into the record books by writing the Lord's prayer three hundred times on a postage stamp or something, and it looks like *Cerius* has got a good chance of beating that record. I'm sure that there's some good technical reason for programming it this way but it does detract from the playability a little.

Apart from the size of the screen, the graphics are neat and the sprites move smoothly with only the lightest attribute clash. The keys are responsive and all the sound and other effects are first class. What's really lacking is any long term addictiveness. You see, *Cerius* suffers from the same problems as its big brother *Exolon;* sure, the game is hard to beat, but the action soon becomes repetitive and boring — the screens all require similar strategies to complete and the alien attack styles never change.

At a penny under two quid, *Cerius* is worth considering, but only if you like, or haven't already got, *Exolon.*

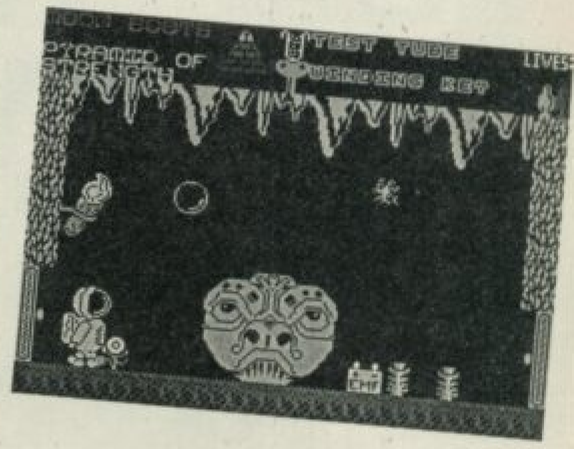




METROPOLIS

Power House/£1.99

Moonboots, the lunar explorer is stranded in Metropolis, having carelessly mislaid his spaceship, (what a ludicrous plot, eh?). Now he's got to find it and refuel it before he



can travel back home, but there are lots of problems to overcome before he can return to the moon. *Metropolis* bears an uncanny resemblance to *Pyjamarama*, so much so that several screens in *Metropolis* look very similar to ones in the big P.

All the usual puzzles are around — which door does the round key open? What does the test tube do? But there is an added twist to the plot — Moonboots can turn into a different character at the press of a button. Zoid The Droid is short enough to go under some obstacles, while the Mad Monk and Super Spy can reach the parts of town other beers cannot refresh, or something along those lines.

Metropolis is actually all right if you're into arcade adventures, but otherwise you'll find it extremely boring.

rampage?

Fortunately, (or unfortunately, depending on how good a pilot you are), you decide to do what any empty headed space hero would do, blow them aliens to smithereens! So you zoom along each alien dreadnought and suddenly... you're in a vertically scrolling monochrome shoot 'em up! As with all blasters these days, there are some bolt on goodies to stick on your ship and great lumpy mother ships to blow away at the end of each level. The scrolling is smooth and the graphics are neat, if not incredibly imaginative, but unfortunately the game itself is incredibly run-of-the-mill. I'm not saying that it's bad, mind, but just that there are better games, in a similar vein, in this price range.

KUNG FU KNIGHTS

Top Ten Software/£1.99

I wasn't given any instructions with this game, so I won't be able to waffle on about the plot and saving the world single handedly, as I am wont to do. But I'll tell you what you must do in the game instead. You play a knight in a suit of armour who runs rightwards along a castle, shooting animals and dodging arrows. Where the Kung Fu bit comes in is beyond me!

It looks quite good in the screenshot, doesn't it? Well, in practice it doesn't quite come off. I think that's because it is a little too difficult; the arrows are hard to dodge and hardly anything happens when you lose a life, so you don't notice until the game ends.

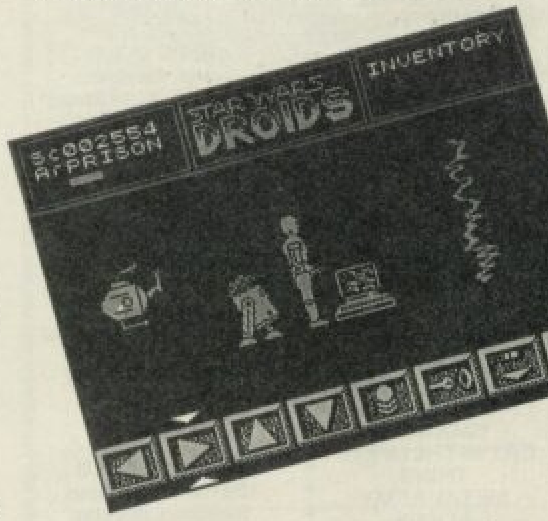
I cannot recommend this. It is unplayable and unaddictive.

STARWARS DROIDS

Mastertronic Added Dimension/ £2.99

This game is licensed from that naff *Droids* cartoon that they show on childrens' BBC at four o'clock or whenever. The programmers, Binary Design, could have written a brilliant game based on the cartoon — it is action packed with terrible animation and awful plots, just like most budget games really. As usual though a good license has been ruined.

Droids is a dull arcade adventure of the walk-left-and-right-killing-things-and-opening-doors type. There is no scenery to speak of, boring simple-simon door-opening sub-games, and the most fiddly icon control system imaginable. I couldn't muster any amount of interest in *Droids*



whatsoever and I expect it will be even less absorbing to the 'younger audience' at whom it is aimed.

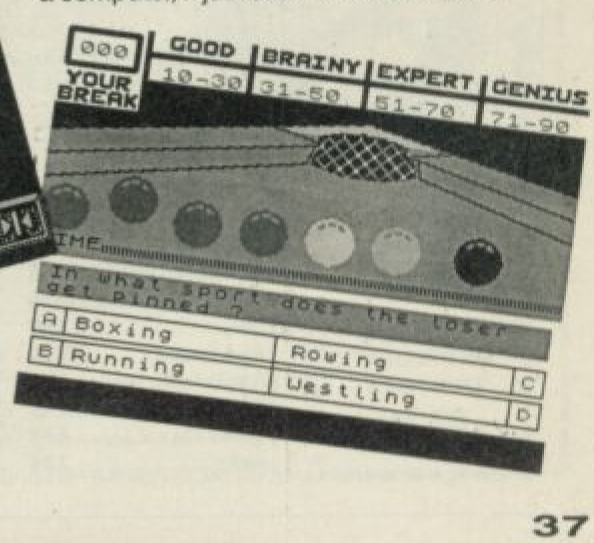
SNOOKERED

Top Ten Software/£1.99

If anyone listens to the *DLT* show on Radio One (I don't I hasten to add), they will probably know the snooker quiz thingy. Well, *Snookered* is based on this quiz, only it's a much simpler version — there are four red balls and three coloureds, so not much scope for tactics.

You are asked a question and given four answers. You must choose the right answer within a time limit and gain the points value of the question and ball colour: one for a red, two for a yellow, five for a blue and seven for a black. Some of the questions are simple, some difficult and some downright confusing — "Who's life is based around the musical Evita?" Weird, huh?

I've never been able to see the fun of computer quiz games, especially when only one person can play. *Trivial Pursuit* is fun, 'cos you always have a great argument over each answer, but you can't argue with a computer, it just sits there and flickers.



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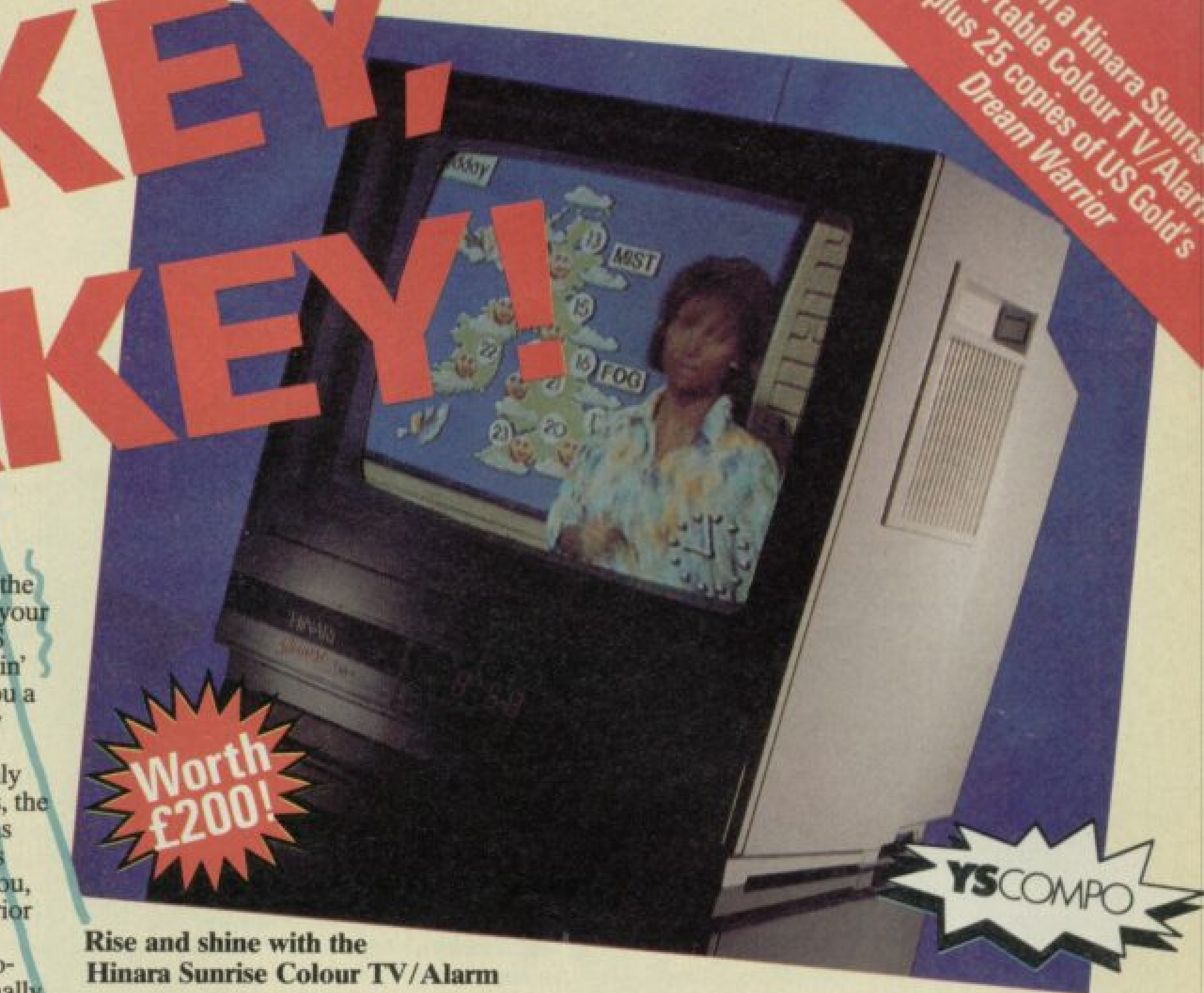
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And it's so simple to enter you could do it with your eyes closed. All you've got to do is study the two pictures shown elsewhere on this page showing a load of old buffers taking a crafty cat nap in the House Of Commons. You should find ten subtle differences between them, ring them with a blue/black biro and fill in the coupon with your name and address. Send the whole lot, or a photocopy, to I Used To Have A Waterbed But It Gave Me Wet Dreams Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

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If you were thrilled with Incentive's first 3D Freescape™ game *Driller*, you'll go potty over the new release, *The Dark Side*. *Phil South* dons his space suit and jet pack and checks out its added dimensions.

Dark

Many hundreds of years after Evath was saved from destruction by the imminent explosion of its nearby moon, Mitral, a new threat emerges from its leaden skies. Evath's other moon, Tricuspid, has been hijacked by the Ketars (*Oo, painful. Ed*) and equipped with a mega destructive laser device, called Zephyr One. With this fearsome weapon, the Ketars intend to destroy Evath, but the device must first be energised with enough power to destroy the planet. To collect the power necessary to destroy an entire planet, ECD towers (Energy Collection Device), have been built around the light side of the moon, with cables leading to the Zephyr One device on the dark side. The ECDs will take a certain amount of time to accumulate the energy, and so *you* have been sent by Evathkind to destroy the device before it turns Evath into a cloud of expanding gas.

You are a clandestine operative, trained to sneak and destroy. You have been dropped inconspicuously onto Tricuspid, and as is to be expected, you're armed with an Evath combat suit complete with jet pack and shoulder mounted quad laser weapon, which you can aim using the crosshair in heads-up display in your helmet. To prevent the destruction of your world, you must halt the collection of power to the Zephyr One by taking out all the ECDs on the surface of Tricuspid. And how do you take out an ECD-tower? You have to find one in the network that's only connected by one cable and shoot the crystal on the top. If the ECD is connected by two cables, you see, then the crystal will have enough power to regenerate almost immediately, thus defeating the object of wasting your own energy shooting it in the first place. It's essential then, that you take out as many towers as you can quite early on in the game, as the speed with which the ECDs collect, depends on how many are still in operation. In this way the element of strategy and puzzles creeps into the game, as you search for the right ECDs to clobber, but in the right sequence and with a time limit. Phew! Enough for you to cope with? Good.

The Dark Side is very definitely a Freescape™ (and it really is trademarked, by the way), game, using the same brand of fast 3D graphics that brought gasps of surprise from everyone who played *Driller* last year. Although the views look similar to *Driller*, you view them through the Evath agent's helmet with all its displays, and this time the puzzles are even more fiendish, and the landscapes conceal even more secrets! It really is a game of many dimensions, and not just the three you get looking through your Evath agent's visor, either!

The gameplay is just as hard (if not a bit harder), as its forerunner. The first stage is mapping, getting to know the different planes of the moon's surface and filling in the squares in the plan view supplied with the package. Then, only once you have a decent map up and running, do you have the tools you need to plan an assault where you don't get killed. From then on it's up to you to look under and over objects, and shoot at everything to discover the right way to beat the Ketars. If you like your games hard, then *The Dark Side* is the only choice for you, bucko.

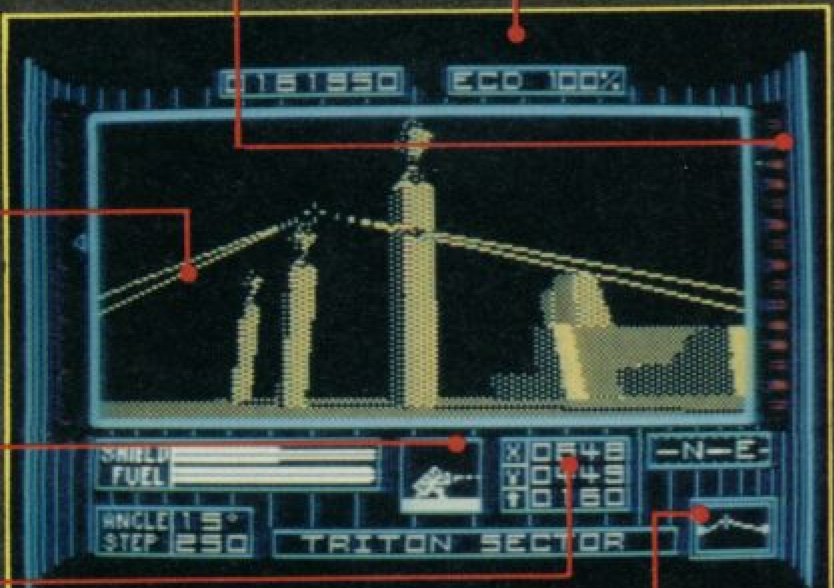
Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX
Game .... *The Dark Side*
Publisher .... Incentive
Price £9.95

The LED timer down the side of your helmet display counts up in binary steps till the laser blows your planet to bits. There's only one way to stop the timer. The more ECDs you blow, the slower this timer runs and the more time you have to complete your task.

If the border flashes, you are being shot at. If you can't see anyone around, like a Plexor, then you must be in the sights of one of the orbiting scanner satellites. Thankfully, unlike the ones in *Driller*, these can easily be shot down, but you'll have to hurry 'cos they move on quite quickly.

The crosshair on your visor has a dual purpose. In walk mode it's used for lining up on doorways or other objects you might need to drive into (ning). In fire mode, after slapping the spacebar, it sits at the focus of your four laser beams, so you can aim them with precision.



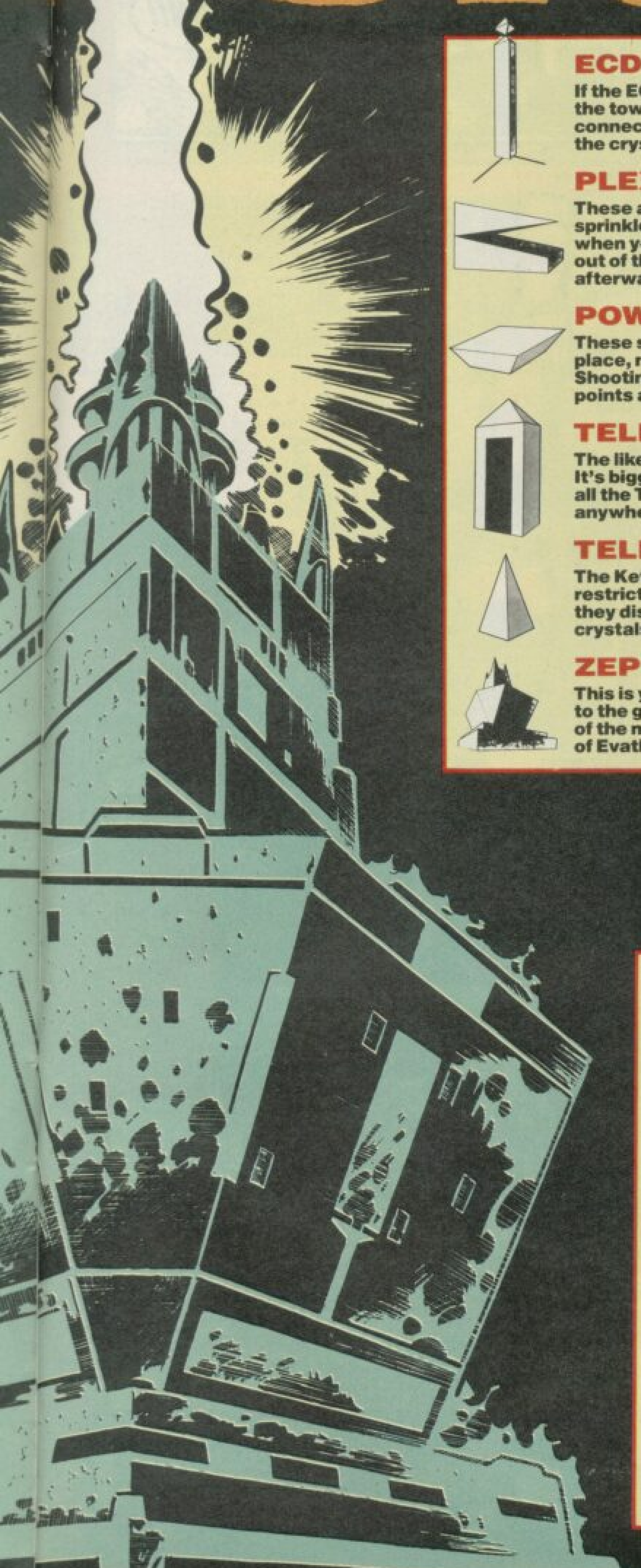
This icon here indicates whether your man is standing on the ground, crouching or riding on his jet pack. Knowing which position you are in could be crucial, especially when you're going to step off the side of a building. There is another icon, a lying down one, for when you get killed.

The co-ordinates on your helmet display will be familiar to ex-*Driller* veterans. As in *Driller*, these figures can guide you to any point on or above the surface of the moon. Some of the more complex puzzles are made easier by concentrating on your exact position.

This indicator shows whether you're in move or shoot mode. If you're in a situation where every second counts, being able to tell at a glance which mode you're in could save your life.



Side



ECD

If the ECD crystal is shot, it will vanish, rendering the tower 'disabled'. If the ECD tower is connected by cables to two other active ECDs, the crystal will regenerate immediately.

PLEXOR

These are tank like defence machines which are sprinkled around Tricuspid, and will attack you when you're in range. You can shoot them when out of their range, but they return shortly afterwards.

POWERPORTER

These slabs can be found hovering all over the place, notably in the big hollow cube frame. Shooting them teleports you instantly to fixed points around the moon.

TELEPOD

The likeness to Dr Who's Tardis is not accidental. It's bigger inside than outside, and if you've got all the Telepod crystals you can teleport anywhere on Tricuspid.

TELEPOD CRYSTALS

The Ketars used the Telepod to travel to restricted areas on the moon. Before they left they disabled the Telepod by spreading its crystals all over the surface.

ZEPHYR ONE

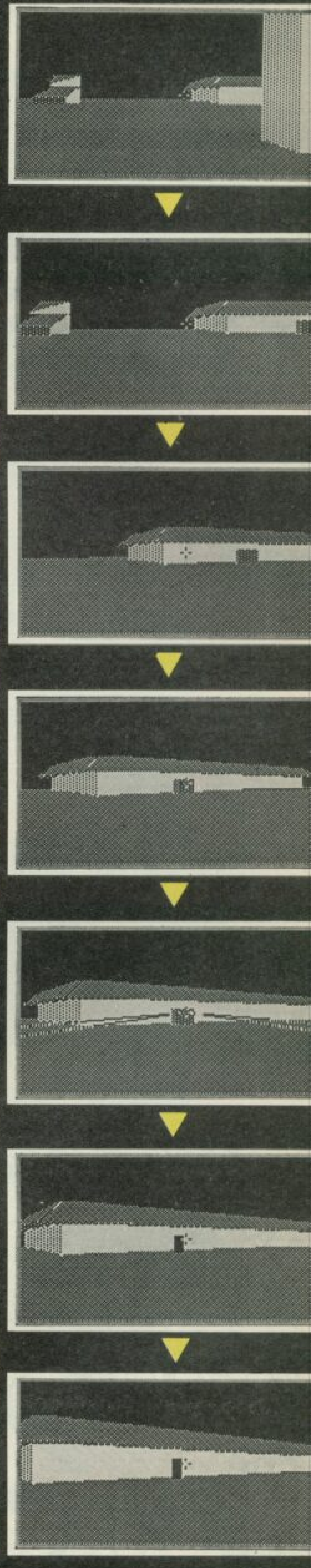
This is your objective, to cut off its power supply to the giant laser device, located on the dark side of the moon, before it destroys your home world of Evath.

YOUR SINCLAIR MEGAGAME

DARK TIPS

- When you begin a game of *Dark Side*, finding fuel and shield boosters should be high on your list of priorities, as you've only got a little bit of both. It's essential that you find the nearby store of fuel rods and shield plates before embarking on any mission.
- In the concealed chamber in the shed, shoot the rug and it'll disappear revealing a hatchway in the floor. This allows you to get into an underground system of tunnels, but watch out 'cos the rug comes back after a random amount of time, cutting off your route.
- Scoot south then dive west to get to the area containing the Sphinx. The ECDs here are easy meat, on account of being right on the end of a cable. This should give you more time to search for the other ends.
- You get much more fuel and shields if you're as close as possible to 90° (face on), to the pillar or pentagon. Only people who've tried this will know what we mean here.

ILLUSTRATION : GARY MAYES





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Hey Dude! Take a walk on the DARK SIDE

YS COMPO

Win! Win! Win!

A *Star Trek* Video Collection plus 25 copies of Incentive's *The Dark Side*



The night twinkles on your visor, a black velvet curtain beyond the white tower of the ECD, the red crystal peak throbbing softly. The only sound in your helmet is the tick tick tick of the timer as your remaining minutes rush by, and your heart beating loudly in your ears . . . but you've got to stay cool. Evath depends on it. You have to destroy the ECDs before the massive laser at their centre, Zephyr One, fires its white hot death at your home planet . . .

This is pretty exciting and epic stuff, eh? But this sort of thing is pretty routine if you're a *Dark Side* player. What? You don't know about *Dark Side?* It's the fabby new Freescape™ game from Incentive. Hot on the 3D heels of *Driller (What kind of weirdo has hot 3D heels? Ed),* the *Dark Side* is a brilliant graphic adventure game with all the pace of an arcade thriller, but with extra tough puzzles to get your teeth into like in the best adventure games.

To mark the launch of this brilliant game, here's a megamassive *YS* compo where you can win your own *Star Trek* Video Collection! Yes, CIC's current crop of 14 episodes of the first series of *Star Trek*, that's seven video tapes with two episodes on each, absolutely FUH-REE! Yes, that's for nothing, and not only that, but there're 25 copies of *The Dark Side* game for the runners-up, up for grabs too! (And that's a lot of ups!) WOW!

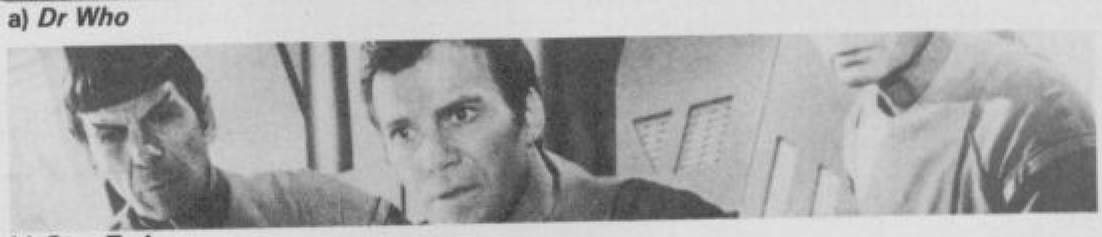
Rules

- Starfleet officers and members of the Dennis Publishing Federation and Incentive Software Alliance may not enter this compo.
- Captain Teresa's decision is final, and no backtalk or it's to the brig with you, mister.
- All entries to be beamed up before stardate 31st August 1988.

Okay, Match The Shows . . .



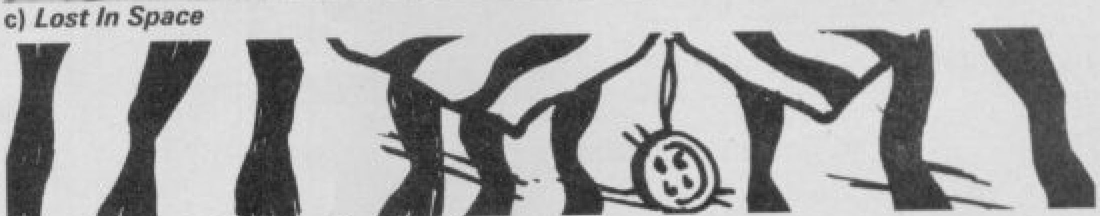
a) *Dr Who*



b) *Star Trek*



c) *Lost In Space*



d) *Hitch-Hikers Guide To The Galaxy*



e) *Outer Limits*

. . . To The Quotes

1) Ford, you're turning into a penguin. Stoppit.
2) We will control the horizontal, we will control the vertical.
3) Never fear — Smith is here!
4) Would you like a jelly baby?
5) He's dead, Jim.

How to Win

This is a compo that literally *anyone* can win. If you know anything about sci-fi television it'll be a breeze. All you've got to do is match the catch phrases with the shows they come from, and whammo! You've done it. For example if you think that the phrase "Never fear — Smith is here" comes from *Dr Who,* then put a number 3 in the 'a' box. Easy peasy, eh? We thought so. So just dash the right answers down on the coupon, and send it to I'd Say Beam Me Up Scotty, But They Never Ever Said That In The Series Compo, *Your Sinclair,* 14 Rathbone Place, London, W1P 1DE. Okay, Mr Kyle. Energise.

a.................... b ....c..................... d .... e ....

Name ....

Address ....

....

.... Postcode...............................



PETE'S PUZZLERS

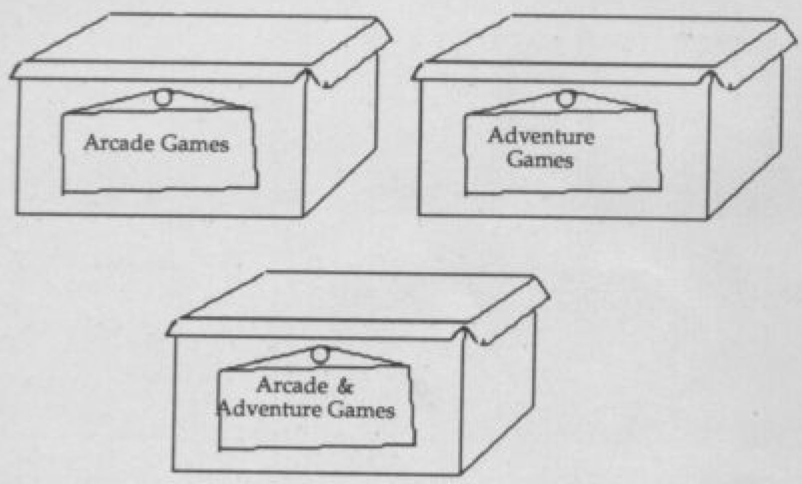
SPECIAL BEACH VERSION! (sand & sun resistant)

Taking a break from dipping his toes at the lido, *Pete Shaw*'s here again to set a few mindbenders to idle the day away . . .

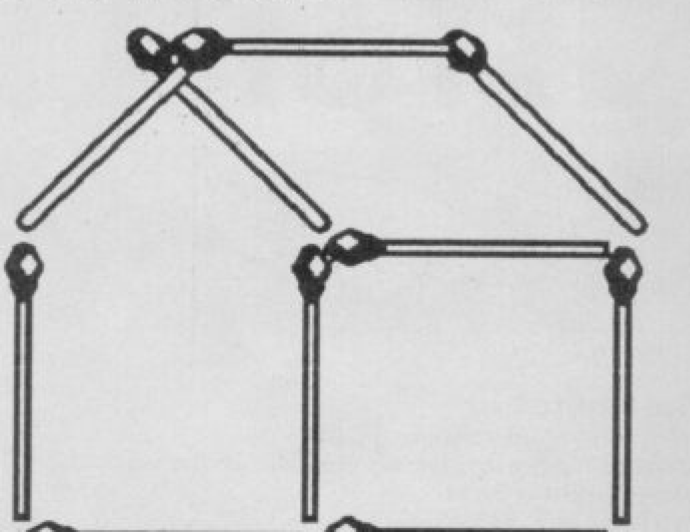
LUCKY DIP

Thanks to **Peter Young** of Delph, for this great trickster . . . Three boxes are labelled 'Arcade Games', 'Adventure Games' and 'Arcade & Adventure Games'. Each box has been labelled incorrectly. You may stick your hand in one (and only one), box and pull out one (and only one) game, no peeking permitted!

How do you then go about re-labelling each box correctly?



HOUSIE HOUSIE



Don't hold your breath, **Peter Young** has more than one brain strainer up his sleeve . . . Ten matches are arranged to show a charming bungalow. You're looking at it from the northwest. Moving only two matches, can you turn the bungalow 90 degrees to show what the bungalow looks like from the northeast?

CHIP OFF THE BLOCK

A boy walked into a cafe and ordered his breakfast; one egg, a slice of toast, two rashers of bacon and a cup of tea. The waitress wrote down the order in this format;

1E 1T 2B 1T

Then she said to the boy, "You're a Scout, aren't you?"
How did she know?

GIANT HAYSTACKS

Thanks to **Kevin Clarkson** for this harvesty liccle brain blender... Farmer Phil (yes, him again!), has a field. It has eight piles of hay in it. With his pitch fork he lifts the first pile and puts it in the centre, then the second, the third and so on. When he's finished, how many piles will there be?

NAMING OF THE FEW

A great little teaser from **Alan Simpson** of Belfast. Cheers Alan . . . If the man who always transgressed against divine or moral law was named Dennis, the girl who always felt unwell was named Delia and the lady who had a thing of value (fnar), was named Tessa, what was the name of the man who carried a bag of letters?

THREE DAYS A WEEK

Loadsathanks to **S Warren** from Atherton for this clever little puzzler. If a man rides into town on Friday and then stays for only three days, how can he ride out on Friday?

PRIZE ARROWORD

Solve the clues and put the answers in the directions the arrows point. Simple, eh? The first correct answer out of the hat wins ten free pieces of new software, Okay? So get your coupons in, now!



PRIZE PUZZLE No. 4

Send your entries to Phew, Ain't The Weather Hot — Oh, And By The Way, Here Are My Answers Compo, 14 Rathbone Place, London W1P 1DE, to arrive on my desk no later than 31st of August, or your entry will be used as parasol.

Name..

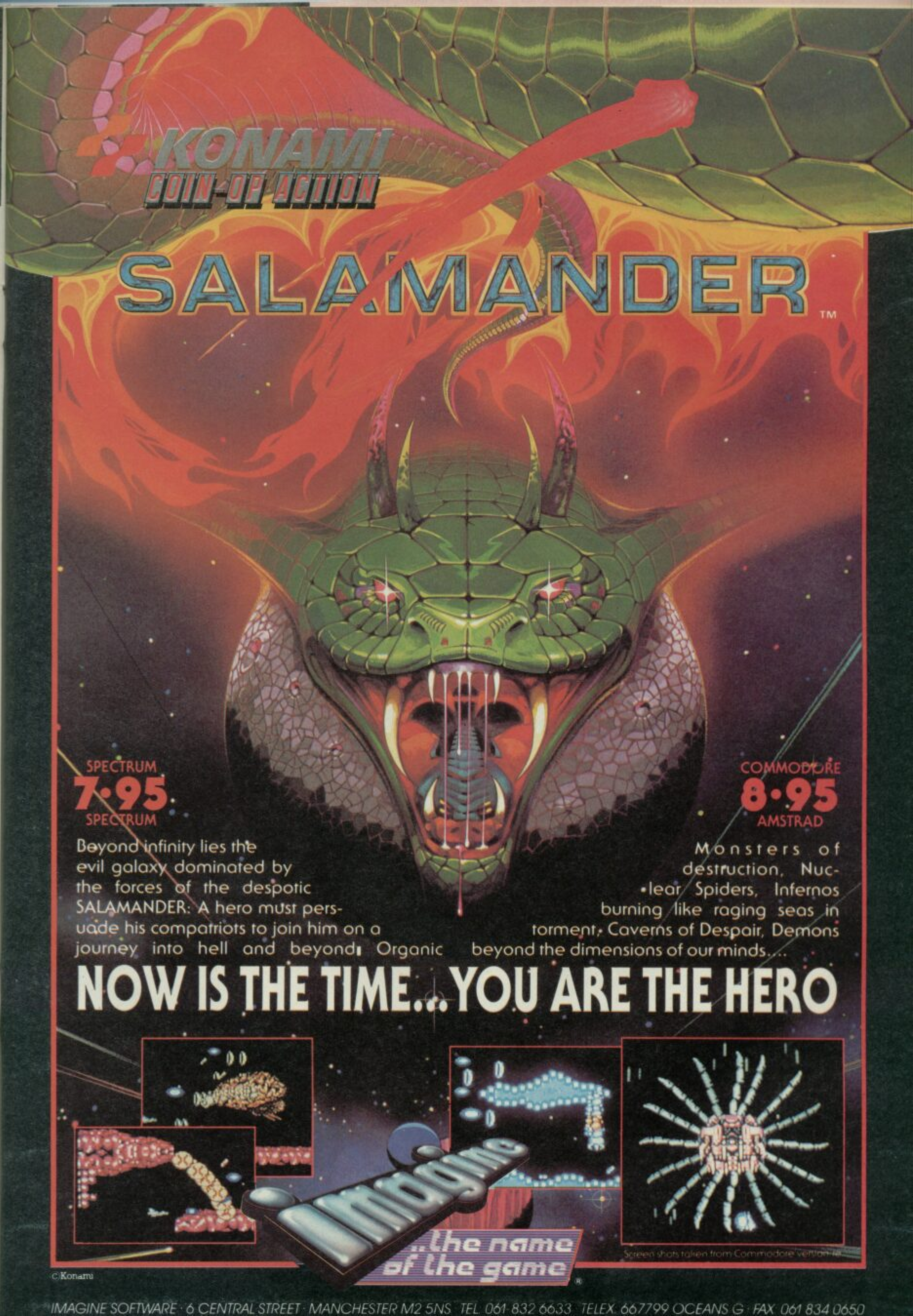
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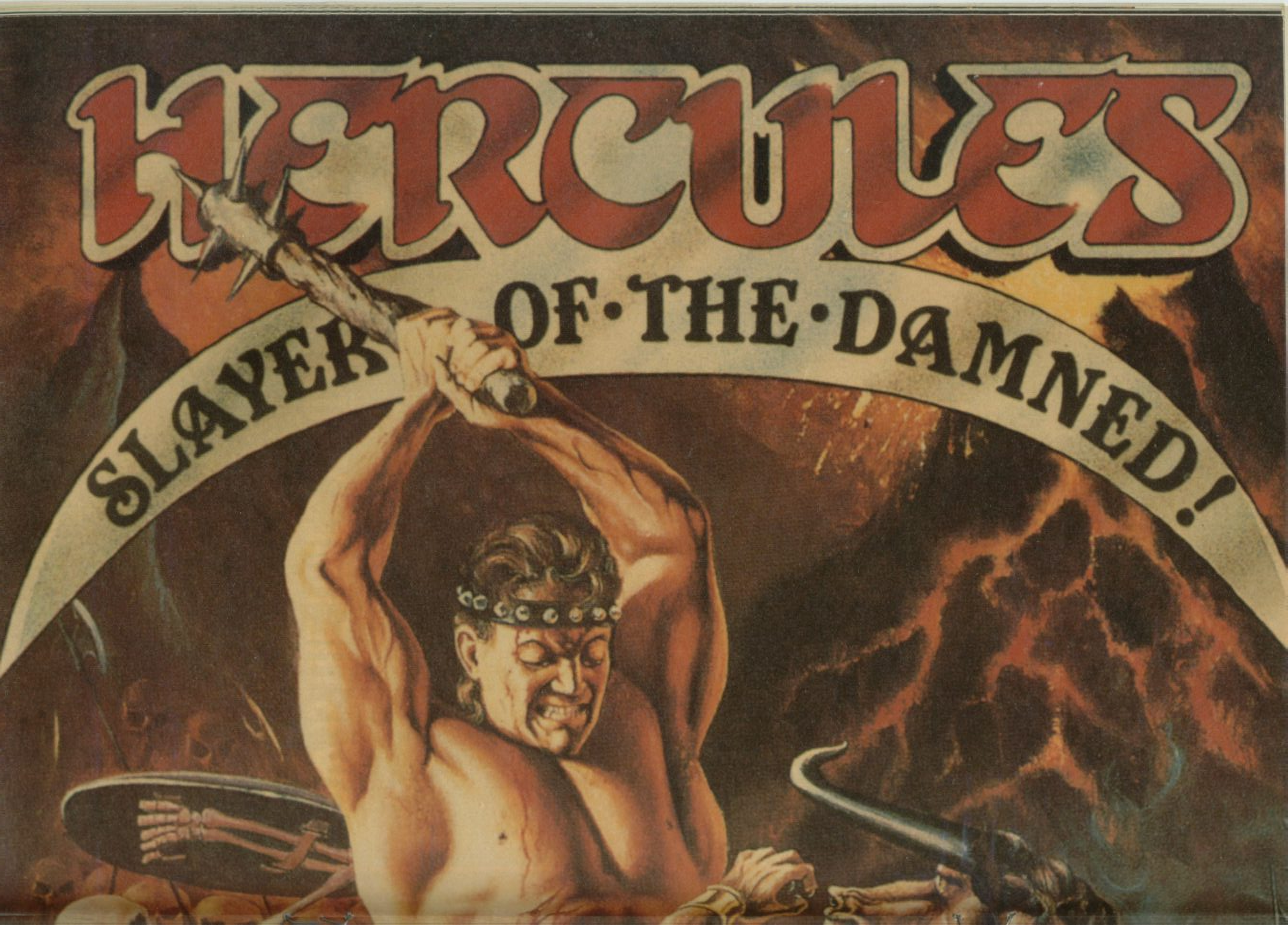
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PIECE OF CAKE?

Can't bend your brain round these liccle teasers, eh? Well turn to page 86 and take a gander at the answers. Right, now put your brain in gear, stop lazing in the sunshine and send me some puzzles of your own. For every one I print, I'll generously lay out five, yep *five* pieces of new software. So get scribbling and send all those brain teasers to Pete's Puzzle Page, *Your Sinclair*, 14 Rathbone Place. London W1P 1DE.


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imagine
...the name of the game
Screen shots taken from Commodore version
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HERCULES
SLAYER·OF·THE·DAMNED!


YOUR SINCLAIR
POSTER
GREMLIN


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HINTS 'N' TIPS

YS TIPSHOP



Here we go, here we go, here we goooooooooo! And Tipshop passes the ball to Phil South, who dribbles it past your hints and tips... but now over to Brian in the studio...

Hello England, are we going to have a good time? Ah can't hear ya! (Yayy!) Awight! Let's get ready to rawk and rowl... kerranggg! Yes indeed, ladies and gentlemen, when I think of all your hints 'n' tips rolling in to little old me I just can't help feeling like a stuffed moose. But nobody will ever give me one. Still, enough of my yakkin', let's gerron wiv the tips. (And the hints just keep on coming!)

Cybernoid

• You guys are really on the ball this month, with a wedge of tips that would choke a bison. And such good quality too... take *Cybernoid* fer instance. **Roy The Mechanic, Scott Turnbull, Andrew Halliwell, Richard Snazell, Denis Dehon** and **Nick Ely** all had their own ideas about what you should do in this fab and trendy shoot 'em up. The tip they all got was the infinite lives cheat. All you do is type YXES into the define keys screen. Tsk! And poor old *Dave McCandless* spent all that time hacking it to bits. I dunno. Okay, what about some tips?

"Here are twenty steps for those of you having trouble with level one of *Cybernoid*.
1. Switch weapons, to mines (no. 2) and exit screen.
2. Place 10 mines across the top of the screen.
3. The pirate ships will explode on contact with a mine dropping their stolen cargo.
4. Pick up cargo and switch to heat-seeking missiles (no. 5).
5. Exit screen, and fire 1 missile at the yellow cannon.
6. Switch to immortality shield (no. 3) and exit screen.
7. Use the shield to pass red balls. Switch to bombs (no. 1).
8. Bomb the two enemy missiles and exit the screen.
9. Get through the passage and switch to bouncing balls. Exit screen.
10. Use two sets of bouncing balls and switch to shield (no. 3) collecting cargo. Exit screen.
11. Use immortality shield to go through passage.
12. Pick up the yellow cannister before switching to heat seeking missiles (no. 5). Exit screen.
13. Fire two heat-seeking missiles and switch to bouncing balls (no. 4) before exiting screen.
14. Using all three sets to destroy pirates. Collect stolen cargo and exit screen.
15. Switch to immortality shield (no. 3) and wait until caterpillar is out of the way before using the shield to clear the passage. Exit screen and switch to bombs (no. 1).
16. Blow up two obstacles at the top of the screen and switch to immortality shield (no. 3) before picking up the yellow cannister.
17. Switch back to bombs (no. 1) and shoot your way through the green blocks. Fire bombs to destroy green blocks stuck in exit.
18. Switch to heat seeking missiles (no. 5) and exit screen. Fire a missile at the yellow cannon and switch back to bombs (no. 1).
19. Shoot pirate ships and collect cargo until you have at least 1,500 cargo points. Exit screen. Fire bombs to destroy the two missiles and the green boulder.
20. Shoot your way through to the exit. Exit screen. Bomb the five enemy missiles and exit screen. Switch to heat-seeking missiles and shoot the yellow cannon. Lastly, sit on the platform between the green columns." And there you have it. Pretty cosmic, eh? Thanx, all you boys, and don't let them naughty *Cybernoids* nibble yer ankles.

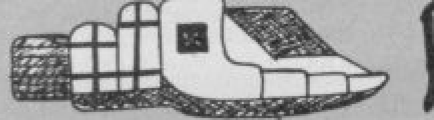
Driller

• In honour of the next Freescape™ game, *The Dark Side*, being reviewed this month, here's a bijou tippette from **Steve Frew**... Hmm, after that crack about Dunc's April Fool joke, I'm not sure we should believe him. Still, here we go.

"Here is a little *Driller* — Where To Drill Tip Guide:

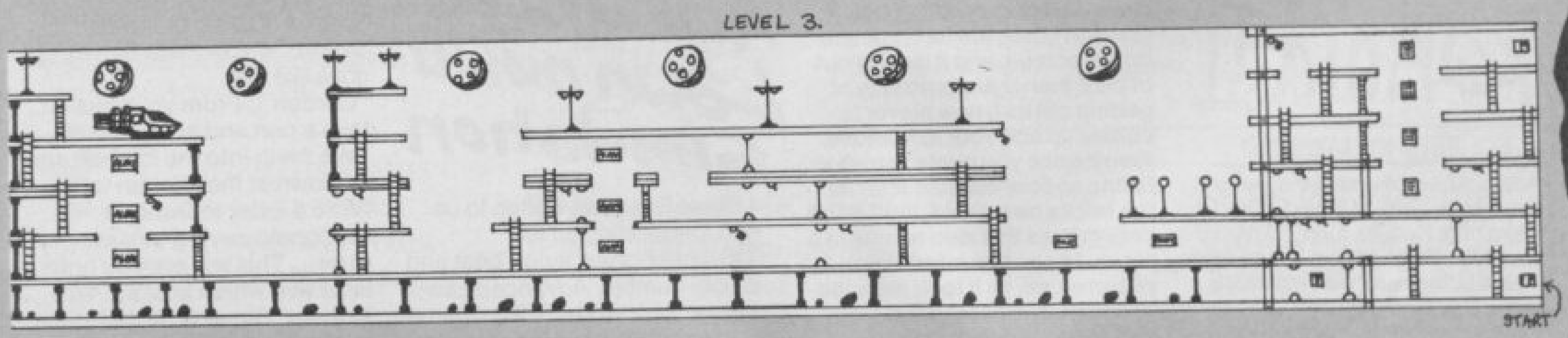
Amethyst	**On the cross.**
Topaz	**Between the laser and the wall.**
Obsidian	**Near the bridge.**
Diamond	**Shoot kite thing in tunnel about 15-16 times then run into it. Drill under floating object.**
Graphite	**Land jet on floating block then drill where it was.**
Emerald	**Walk onto square in the middle, drill where it was.**
Ochre	**Drill on the cross.**
Alabaster	**Shoot water five times, go down steps. Drill in centre of pit.**
Opal	**Co-ords 7144, 7144.**
Basalt	**Drill next to block.**
Quartz	**On the cross.**
Beryl	**Next to pylon.**
Aquamarine	**Drill at tip of west arrow (patience).**
Ruby	**Centre of west girder.**
Malachite	**Drill in the vicinity of the shootable blocks.**
Lapis Lazuli	**Drill roughly in the centre of the sector.**
Trachyte	**Where is this place?"**

Well, thanks there, Steve. Maybe we'll forgive you for the Gardensoft joke. But only if you write 'I shall not make stupid jokes' four thousand times on the back of a packet of Hob-Nobs and send it to me. Haw haw.



Blind Panic

• I thought you might be interested to see this map of the third level of *Blind Panic*, including the fabled pic of the spaceship. Thanx to **MJ Boyle** for this, although you didn't win the compo, you do get a 'Big Tips' badge.



TIP O' THE MONTH

Target Renegade

Arrrrrgghhh! Help! I'm being swallowed alive by a pile of *Target Renegade* tips. It seems the **Macc Mapper** isn't the only chappy to have played *Target Renegade*. Here's a roll call of some of the tipsters who contributed to this mega run down of this megagame: **David Griffiths, Adrian Rowe, Steve Frew** (oh boy, not him again...), **Mark Gilligan, Griff Thomas, Johnathan Nurse, Stuart McGeoghegan, Thomas Amos, Alex Kerridge, Nathan Reynolds, Martin Burrell, Nick Hanning, Snooze, Waylon 'Waggs' Davies, Brian Kemp, Scott Warner, Jamie Williams, Russell Dyson, David Higgins, Matthew Boxell, Rafe Clifford-Jones, J Whelan, Chris Marlow, PJ Bristow, Wayne Mills, Chris Delahunty, Justin Tincknell, The Kool Kidz Of Kenilworth, Chris Howard,** and **David Ramsbottom.** Okay, that's the name checks, now on to the actual tips, after all that's what we're here for. Let's hear it boys!

First a tip for infinite lives, which everybody seems to have got . Apparently you have to get onto the hi-score screen and overwrite your name and your score, and overflow onto the next line. Then the game will appear to crash, but after a couple of seconds the game will return and you'll have infinite lives!!! Yaly.

Okay, you don't like that? How about some tips to play the game for real? Okay, cop this:

Level One: In the Car Park, kick the bikers off using a flying kick. Keep kicking them down until they vanish. Move to screen two and wait in the middle until the biker with the mallet comes onto the screen. Kick him over and grab the mallet. Then swing the mallet at all the enemies until you get to the next level.

Level Two: In the Seedy Street At Night, keep on the move but stay towards the right hand side of the screen because the boss appears and shoots at you. When he runs out of bullets, go and kill him. Kick the woman with the weapon. Grab it and kill them all. BEWARE! If you let the Boss go, he will come back with more bullets.

Level Three: In The Park use the flying kick, 'cos they'll head butt you if you punch. Otherwise use the same tactics as level 1.

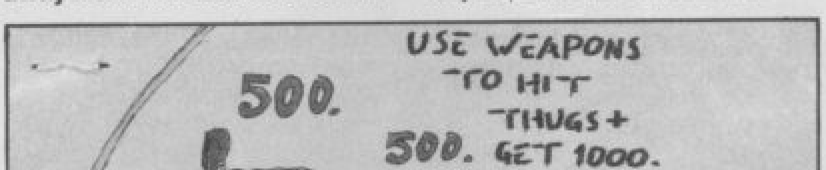
Level Four: At the Shopping Mall, just high kick the mad dogs and the guys with bandages on their heads. BEWARE! The guys with the saucepans on their heads duck away from flying kicks. Jump past them and back kick them. There's no weapon on this level.

Level Five: At last, The Pub. This is the very hardest level. You can beat the baddies using back kicks/punch/knee/ weapon combinations. When you reach the guy with the snooker cue, get it but beware, if you get grabbed he will head butt you. You will lose about three points of strength, so be careful. (You need the snooker cue for the games room!) When you get to the games room, you should be able to whip Mr Big with the snooker cue till he dies. If he knocks it on the floor, go to the bottom of the screen, wait until he follows you, then run to the top and grab it. BEWARE! Stay away from him because he will grab hold of you and shake you to death. And watch out, 'cos if you beat Mr Big, ALL the villains will avoid your flying kicks in level two.

Cor! Thanx chaps, but don't hold your breath 'cos here come some more extra added value aardvarks from **Steve 'I hate Tippex' Frew. "When you see a woman coming towards you, try and stand to her right. Walk left and right, making sure the woman stays in front of you. Every ten seconds or so the guy with the gun walks in. He'll aim at you but hit the woman, like this:**



Thanx a lot, Steve! Okay, **David Ramsbottom** has drawn his own conclusions about *Target Renegade*... well, he really has drawn them, so here's his picture of what you can expect in the way of points for various hits:



And lastly, but by *noooooo* means leastly, comes **Martin Burrell's** excellent Thug Spotters Guide for *Target Renegades* of all ages:



Arkanoid II

I tell you what, I bin playing *Arkanoid II* a lot lately, and just as I reached the end of level 17 I had a weird bug. Now it's funny, but very shortly afterwards I got a note from **Mike Ledingham**, with not only a pile of tips for the game, but also this important info. **"In room 17 there is a crash. Once you have finished the spider thingy, move immediately to one side exit. If you don't then the ball remains on the screen, and if it goes out of play, then there is no way of getting out as a new player comes up and your exits close. Also if once you come across a falling special capsule after all the bricks have gone, then don't collect it, as this also results in a crash. I hope this information is of some use, as it took me ages to compile."** Cheers, Mike. Pleased to have you aboard.

Advanced Lawn mower Simulation

• **Steve Frew** has written to us with this exciting tip for GardenSoft's wacky, off beat and crucial number, *Advanced Lawn Mower Sim!* Worra brilliant game this was. All the more so for being completely hypothetical, and only existing in the mind and 30 lines of Basic of *Duncan 'Wacko' MacDonald.* Steve's tip goes like this:

"Garden 1: From your tool kit, take a pen and some paper. Take them into the kitchen and sit down at the kitchen table. Write a letter to Duncan McDonald saying he's an utter... This will put you onto level two which is easy." Well... er thanx, Steve. Is he taking the mickey?

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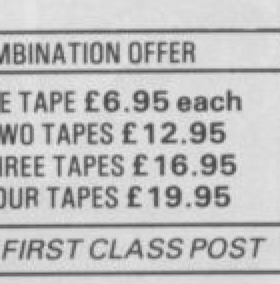
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ALL ORDERS SENT FIRST CLASS POST

TARGET RENEGA

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THE MOVES: RENEGADE II

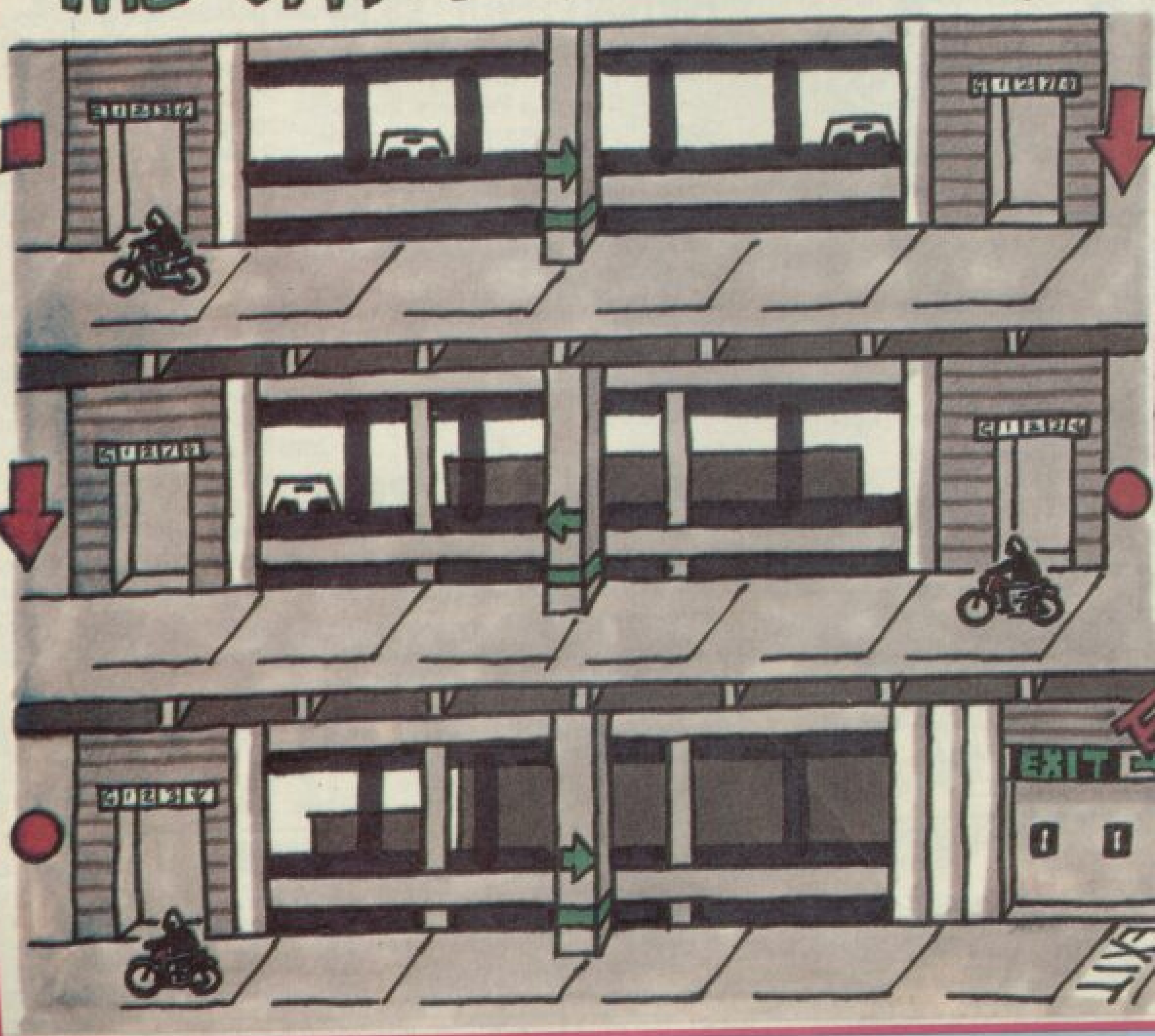
WEAPON	ENEMY TYPE	MOVE	QUANTITY **	LEVEL
SLEDGEHAMMER	BIKING BIKER	JUMPKICK	1	1
—	WALKING BIKER	PUNCH	4	1
CLUB	WOMEN	JUMPKICK	1	2
GUN	ARMED BLOKE	PUNCH	4	2
—	PUNK	JUMPKICK	1	3
—	BODYPOPPER	BACKICK	2	3
—	SKINHEAD	JUMPKICK	1	3
—	BEASTY BOY *	BACKICK	2	4
—	BEASTY BOY	PUNCH	4	4
—	DOG	▲	1	4
SNOOKER CUE	BOUNCER	BACKICK	2	5
—	MR BIG	SWIPE THAT CUE	2	FINAL SCREEN

* THIS BEASTY BOY IS THE ONE WITHOUT THE CHAINS

** THE QUANTITY APPLIES TO THE AMOUNT OF HITS TO FLOOR THE OPPONENT NOT KILL HIM/HER

▲ YOU CAN PUNCH, BACKICK OR JUMPKICK THIS OPPONENT

THE CAR PARK – STAGE No: 1



KEY

■ : START

● : LIFT STOP

↓ : LIFT DOWN

▲ : FINISH





IV


ADE
THE SEEDY STREET - STAGE No:2
RENE
STRAY CATS
ENEMY
E PARK - STAGE No:3
ENEMY
WHO'S NEXT?
E SHOPPING MALL - STAGE No:4
Fashion
SALE
TOILETS
FOOD BAR
FOOD BAR
FOOD BAR
THE SHIP
ENEMY
GRRR
E BAR - STAGE No:5
ENEMY
GAMES ROOM
THE GAMES ROOM
MR BIG
ONGRATULATIONS

PRACTICAL POKES

David McCandless is here with more hackers than a British Telecom Master Computer.

Holey-Moley! *Practical POKEs* is so packed this month that it's been extended to two pages! Mega-wow! And if you want it to stay at two pages then keep hacking and cracking and sending, because it's you hackers out there who make this column.

FIREFLY

Okay, I'll admit it, this game is so hard that even I — yes me! — couldn't get very far. By "not very far," I mean of course, that I almost didn't complete it, but what do you care? This is **Jon North**'s first instalment this month — infy lives for this corker.

```
  10  REM FIREFLY HACK by Jon No
rth
  20  CLEAR : LET t=0
  30  FOR f=23296 TO 23511
  40  READ a: POKE f,a
  50  LET t=t+(f-23286)*a: NEXT
f
  60  IF t<>2197967 THEN  STOP
  70  RANDOMIZE USR 23296
1000  DATA 221,33,240,240,17
1010  DATA 249,13,62,255,55
1020  DATA 205,86,5,48,241
1030  DATA 243,33,106,89,54
1040  DATA 80,35,54,241,35
1050  DATA 54,26,1,0,7
1060  DATA 237,67,109,76,253
1070  DATA 33,205,91,1,0
1080  DATA 11,237,67,111,76
1090  DATA 253,78,0,6,0
1100  DATA 42,106,89,34,113
1110  DATA 89,9,94,54,77
1120  DATA 35,86,54,91,237
1130  DATA 83,106,89,42,113
1140  DATA 89,58,108,89,237
1150  DATA 79,233,237,95,214
1160  DATA 3,254,250,56,2
1170  DATA 214,128,50,108,89
1180  DATA 253,35,237,75,111
1190  DATA 76,16,199,237,75
1200  DATA 109,76,16,182,62
1210  DATA 2,50,40,91,33
1220  DATA 24,17,34,98,91
1230  DATA 24,173,175,50,181
1240  DATA 251,33,130,91,34
1250  DATA 230,254,195,126,251
1260  DATA 205,64,254,33,160
1270  DATA 91,34,65,254,33
1280  DATA 176,91,17,94,255
1290  DATA 1,30,0,237,176
1300  DATA 201,1,96,54,82
1310  DATA 50,17,14,12,24
1320  DATA 33,169,91,34,38
1330  DATA 91,195,64,64,175
1340  DATA 50,144,177,195,0
1350  DATA 235,0,54,0,16
1360  DATA 0,97,15,39,16
1370  DATA 32,175,222,72,16
1380  DATA 64,64,114,0,16
1390  DATA 252,254,48,0,16
1400  DATA 0,91,31,0,16
1410  DATA 15,20,43,31,31
1420  DATA 29,43,15,31,43
1430  DATA 29
```

DRUID 2

This one's fairly old but — hey! — who cares, huh? It's still a hard game and I still haven't printed a hack for it, until now. **Terry Mancey** sent this one in and it'll give you infinite energy.

```
  10  REM DRUID 2 hack by TERRY
MANCEY
  20  LOAD ""CODE
  30  FOR i=64056 TO 64063: READ
 a
  40  POKE i,a: NEXT i
  50  RANDOMIZE USR 64000
  60  DATA 62,58,50,60,117,195,0
,111
  70  REM Hullo Charlie Brinsdon
!!
```

BLIND PANIC

Remember the killer freebie on the cover of the April issue? The one where you slaved for hours to get to level three, and wham! bam! — you get trapped between two closed doors. Aaaargghhh! Well these POKEs from **Ewan Parker**'ll get you going. Check out the Multiface section too.

```
  10  REM BLIND PANIC hack by Ew
an Parker
  20  CLEAR 29999
  30  LOAD ""CODE : LOAD ""CODE
16384
  40  LOAD ""CODE 30976
  50  POKE 40596,201: REM Energy
  60  POKE 38688,195: REM Keys
  70  RANDOMIZE USR 32768
```

ROLLAROUND

Justin Kimber took "ages and ages" to crack open Mastertronic's *Rollaround*, and why not?

```
  10  REM ROLLAROUND hack by J.K
imber
  20  CLEAR 65500
  30  LOAD ""CODE 16384
  40  LOAD ""CODE 65000
  50  FOR f=65034 TO 65043
  60  READ a: POKE f,a: NEXT f
  70  RANDOMIZE USR 65000
  80  DATA 175,50,180,120,195,0,
91,0,0,0
```

TOUR DE FORCE

The second **Jon North** instalment is for the frustratingly addictive cycling game — *Tour De Force*. Infy lives, I do believe.

```
  10  REM TOUR DE FORCE Hack by
Jon North
  20  CLEAR : LET t=0
  30  FOR f=23296 TO 23341
  40  READ a: POKE f,a
  50  LET t=t+(f-23286)*a: NEXT
f
  60  IF t<>143986 THEN  STOP
  70  POKE 23301,179: REM Heat
  80  POKE 23310,164: REM Lives
  90  RANDOMIZE USR 23319
 100  DATA 33,18,91,17,65
 110  DATA 0,1,5,0,237
 120  DATA 176,175,50,78,0
 130  DATA 195,0,125,175,50
 140  DATA 98,165,0,221,33
 150  DATA 61,92,17,160,0
 160  DATA 62,255,55,205,86
 170  DATA 5,48,241,62,91
 180  DATA 50,148,92,195,75,92
```

CYBERNOID — THE HACKED MACHINE

Yeah, I know I did this last month, but **Dean Ashton** sent in an even better (did I say that?), and more comprehensive hack, so I had to print it. Nice one Dean.

```
  10  REM Cybernoid HACK by DEAN
 ASHTON
  20  CLEAR 25000
  30  FOR f=25500 TO 1e9: READ a
  40  IF a<999 THEN  POKE f,a: N
EXT f
  50  RANDOMIZE USR 25500
  60  DATA 221,33,0,128,17,53
  70  DATA 17,62,255,55,205,86
  80  DATA 5,48,241,205,1,128
  90  DATA 221,33,4,101,17,252
 100  DATA 154,62,255,55,205,86
 110  DATA 5,48,241,175
 120  DATA 50,79,143: REM INFY L
IVES
 130  DATA 50,55,124: REM INFY W
EAPONS
 140  DATA 62,195,50,9,143: REM
IMMUNITY
 150  DATA 33,0,0,34,74,106: REM
 PERMANENT MACE
 160  DATA 33,62,255,34,10,106,3
3,50,238,34,12,106: REM BACK LAS
ER 1
 170  DATA 195,4,101,999: REM EN
D MARKER
```

3D STARFIGHTER & NORTHSTAR

Roy Goodall's certainly learnt a lot since his first hack, way, way back in the Feb '88 issue. This time he's POKEd both *3D Starfighter* for infinite hits and *Northstar* from Gremlin for everything! Thanks a lot Roy.

```
  10  REM 3D STARFIGHTER HACK by
Roy Goodall
  20  LOAD ""CODE
  30  FOR f=23296 TO 23332
  40  READ a: POKE f,a: NEXT f
  50  DATA 49,240,91,221,33,0
  60  DATA 64,17,0,27,62,255,55
  70  DATA 205,86,5,221,33,198
  80  DATA 92,17,57,163,62,255
  90  DATA 55,205,86,5,62,183
 100  DATA 50,130,139,195,198,92
 110  RANDOMIZE USR 23296
```

```
  10  REM NORTHSTAR HACK by Roy
Goodall
  20  LOAD ""CODE
  30  FOR f=65448 TO 1e9: READ a
  40  IF a<999 THEN  POKE f,a: N
EXT f
  50  RANDOMIZE USR 65428
  60  DATA 62,190,50,243,188: RE
M INFINITE LIVES
  70  DATA 175,50,227,178: REM N
O ALIENS
  80  DATA 175,50,160,170: REM W
EAPON ALWAYS OUT
  90  DATA 195,191,183,999: REM
END MARKER
```

SIMULATORS

There's a lot of simulators about these days, and the Droitwich Hacker, **Kris King** has shuffled a couple of them together and hacked the lot. He also asked for a POKE to *Arkanoid 1*, which has been re-mastered with the Speedlock 3 system on the *Magnificent 7* tape. Can anyone oblige?

ATV SIM

```
  10  REM ATV SIM poke by KRIS K
ING
  20  CLEAR 25400
  30  FOR n=65500 TO 65532
  40  READ a: POKE n,a: NEXT n
  50  DATA 221,33,0,64,17,0
  60  DATA 27,62,255,55,205,86
  70  DATA 5,221,33,56,99,17
  80  DATA 64,156,62,255,55,205
  90  DATA 86,5,175,50,90,235
 100  DATA 195,176,214
 110  RANDOMIZE USR 65000
```

BMX SIM

```
  10  REM BMX SIM hack by KRIS K
ING
  20  CLEAR 24900
  30  FOR n=65500 TO 65532
  40  READ a: POKE n,a: NEXT n
  50  DATA 221,33,0,64,17,0,27
  60  DATA 62,255,205,86,5,221
  70  DATA 33,68,97,17,152,158
  80  DATA 62,255,55,205,86,5
  90  DATA 62,58,50,112,192,195
 100  DATA 140,185
 110  RANDOMIZE USR 65500
```

UCM AGAIN?

We hacked *UCM* a while back, but **PD Lock** sent in an additional POKE which I like to encourage.

```
  10  REM UCM HACK by PHILIP LOC
K
  20  CLEAR 24575
  30  LOAD ""CODE 16384: LOAD ""
CODE
  40  POKE 32767,201: REM NO SOL
DIERS
  50  RANDOMIZE USR 44744
```

HACK OF THE MONTH

MEGA APOCALYPSE

Dean Ashton is back after a spell of hacklessness (a horrifying disease)?, with more than a simidgen of vengeance. His first offering this month is for Martech's *Mega Apocalypse*, and this get's him Hack Of The Month. Hooray!

```
  10  REM MEGA-APOCALYSPE HACK
  20  REM by DEAN ASHTON 10/4/88
  30  CLEAR 49151
  40  LET t=0: LET w=0
  50  FOR f=47872 TO 48019
  60  READ a: POKE f,a: LET t=t+
w*a
  70  LET w=w+1
  80  NEXT f
  90  IF t-1362157 THEN  PRINT "
ERROR IN DATA": STOP
 100  LOAD ""CODE
 110  RANDOMIZE USR 47872
 130  DATA 221,33,128,187,6,6
 140  DATA 197,221,110,0,221
 150  DATA 102,1,221,78,2,6,0
 160  DATA 17,0,125,58,133,224
 170  DATA 254,249,32,4,175,50
 180  DATA 133,224,58,251,224
 190  DATA 254,253,32,7,175,50
 220  DATA 251,224,50,252,224
 230  DATA 237,176,235,54,201
 240  DATA 30,231,205,0,125
 250  DATA 221,35,221,35,221
 260  DATA 35,193,16,197,33
 270  DATA 249,232,17,167,251
 280  DATA 1,0,4,237,176,33,85
 290  DATA 187,34,195,254,195
 300  DATA 170,254,205,28,254
 310  DATA 33,111,187,17,128
 320  DATA 255,1,20,0,237,176
 330  DATA 62,195,50,165,254
 340  DATA 33,128,255,34,166
 350  DATA 254,201,253,33,58
 360  DATA 92,175,50,206,102
 370  DATA 49,167,97,195,0,91
 380  DATA 0,0,0,88,224,16,106
 390  DATA 224,36,185,224,12
 400  DATA 197,224,15,211,224
 410  DATA 25,246,224,13,0,0,0
```

MULTIFACE CORNER

Some super spifffing multiface POKEs this month courtesy of **Terry Mancey, Roy Goodall, Dean Ashton, Kevin Hearson, Justin Kimber, Kris King, Andrew Chapman** and **Glynn Eyre**. But remember, you can only use these POKEs if you've forked out for a Multiface or similar interface.

Game	POKE	Effect
3D STARFIGHTER	35714,183	hits
ARKANOID 2	33055,255: 33909,0	lives
ARKANOID 2 (128K)	37586,0	lives
ATV SIMULATOR	60250,0	lives
BLACK LAMP	33606,127:34487,127	lives
BLIND PANIC	40596,201	energy
	38688,195	keys
	38929,x: 38930,y	screen co-ords
	41013,1	1=level
BMX SIMULATOR	49264,58	lives
CROSSFIRE	33848,8	immunity
CYBERNOID	36687,0	lives
	31799,0	weapons
	36617,195	immunity
	27210,0: 27211,0	Cyber-Maces
DAN DARE 2	61827,0: 61840,0	no treens
FIREFLY	38720,201	no aliens
	45453,183	lives
I, BALL 2	43366,n	n=bombs (0-250)
	39920,0	bombs
	43394,n	n=fireballs (0-150)
	43410,n	n=level (0-48)
	45392,0	lives
	49000,201	immunity
IKARI WARRIORS	39273,0	lives
	39917,183	ammo
	40076,183	grenades
	40618,0	fuel
	62384,190	tanks
KARNOV	32855,255	lives
MEGA APOCALYSPE	23578,0	lives
NORTHSTAR	48371,190	lives
	45283,0	no aliens
	43680,0	weapons
ROLLAROUND	30900,0	lives
ROLLING THUNDER	39792,0	lives
	40013,0	energy
	38909,0	time
	40318,0	slow motion
	43397,0	good laff!
SIDEARMS	29411,127	lives

CRASH PREVENTOR

So you don't know how to get one of these hack programs to work hey? Well you is gonna' listen, and you is gonna' listen good, because I'm about to tell you.

1. Type in the HACK program.
2. Save it for later use.
3. Rewind game tape to start.
4. Run HACK program.
5. Play rewound game tape.
6. Play game.

Easy innit?

SUPER-STUNTMAN

A quickie from **Ian Crome** here for *Super-Stuntman*. Follow the Crash Preventor to get it working.

```
 10 REM SUPER-STUNTMAN HACK by
IAN CROME
 20 CLEAR 24999: LOAD ""CODE 1
6384
 30 POKE 23322,201: RANDOMIZE
USR 23296
 40 POKE 25517,0: REM INFINITE
TAKES
 50 RANDOMIZE USR 25000
```

KARNOV

It's about time I made an appearance. I've hacked the awesomely brilliant and skillo *Karnov*. Delete line 120 to 180 if you don't want a particular feature. Okay? Now check out the graphics on the last level.

```
 10 REM KARNOV hack by
 20 REM DAVE MCCANDLESS 1988
 30 CLEAR 32767: LOAD ""CODE 6
5088
 40 POKE 65108,194: POKE 65094
,0
 50 RANDOMIZE USR 65088
 60 FOR i=23296 TO 1e9: READ a
 70 IF a<999 THEN  POKE i,a: N
EXT i
 90 DATA 243,33,13,91,34
100 DATA 110,255,34,124,255
110 DATA 195,44,255,175
```

```
120 DATA 50,204,128: REM INFY
LIVES
130 DATA 50,106,163: REM INFY
BOMBS
140 DATA 50,121,128: REM INFY
TIME
150 DATA 50,62,190: REM NO EXP
LODING NASTIES
160 DATA 50,126,189: REM INFY
FLAME
170 DATA 50,85,143: REM ONE SH
OT KILLS
180 DATA 62,24,50,183,132: REM
 LOAD ANY LEVEL
190 DATA 195,0,128,999: REM EN
D MARKER
```

THE RENEGADE CORRECTION STRIKES BACK

Remember the correction to the *Renegade* POKE in the Christmas issue? Well, I got it wrong again! Can you believe this? Finally and for the last time, cross my heart and hope to be spanked until my bottom goes purple, the checksum is 1115999. Phew! Thanks to **Alan Howshall** for that fruit-cake.

SCROLLING CREDITS

Here are the people with hacks that were late:

Ewan Parker, Ian Ball, Simon MacDonald, Miles Tudor.

Well that's it, he said in a kind of "the-end-of-this-month's-hacking-column" voice. Keep hacking, hacking and hacking, not forgetting the hacking, with a little bit of hacking added for good measure! Then send it all to David McCandless, Practical POKEs, *Your Sinclair*, London W1P 1DE. See ya next month! Byeeeeee!

Nebulus

• Worra brilliant game this was. I've even got a tip from **Steve Frew** again. (Eho Neo?) He says **"Hold down CAPS and all the letters in the word NEBULUS, then press CAPS and the number of the level you want to get to."** Simple really. Any more?

Ian Barratt and **David Ashmore** had a few more things to say, a complete solution to the game in fact! That's what I like to see, definitive gamesmanship. Okay, sock it to me, septilateral Septimus. **"Just thought you'd like the complete solution to Hewson's *Nebulus*.**

Level 1 — Tower Of Eyes: Right, through door, go left under eye, jump on lift and wait for spiral to come from the right, lift up, through the door, left onto lift, lift up, shoot ball on left, go right onto lift, lift up, go left and shoot two flashing blocks and bouncing ball, go left up stairs watching out for spiral and eye, through door, shoot bouncing ball on the right, walk right, jump on lift, up, walk left, drop down left and shoot bouncing ball, walk left, drop down onto lift, watch for spiral, up, jump one block right, through door, go left, wait for eye to go then jump on lift, up, through door, and right through the door.

Level 2 — Realm Of Robots: Walk left, jump over two gaps, wait on lift for spiral to appear then go up, jump left over face onto lift, up, through door, left, lift up, left through door, right, jump on lift, turn left, drop down, left onto lift, up, left, jump down onto lift, up and through door.

Level 3 — Trap Of Tricks: Walk left, shoot ball, through door, left onto lift, up, right and wait for spiral to knock you off onto lower level, shoot ball, right onto lift, up, left through door, drop down onto lift, go left onto lift, up, left, shoot two flashing squares, take lift, left through door, left into lift, up, and right through door.

Level 4 — Slippery Slide: Right, jump, jump onto lift, wait for spiral, up, shoot flashing square on the right, left, shoot two squares, left onto lift, up, left through door, left again through door, left onto lift, up, left through door, left again through door, turn right, shoot flashing square on the right, go left, walk along, shoot block on left, go back through same door, right, jump down onto lift, up, shoot ball, right, right, up, left and wait for lift to go down, jump down, right and jump through door, go left up stairs, jump and shoot ball, lift up, right, wait and jump down, shoot two balls, right and wait to drop down one level, lift up, turn left and through door.

Level 5 — Broken Path: Right onto lift, up, right, walk under eye and jump next block, shoot flashing brick and drop down onto lift, up, right through door, right again, up stairs to lift, up, left, jump twice, drop down, shoot two floating squares, onto lift, up, turn right, jump down onto stairs to lift, up, jump three times, jump eye and shoot flashing brick on left, turn back, jump over eye, drop down onto lift, up, jump left on top of lift, drop down to next lift, turn right onto one single brick, drop down, left, jump over gap, keep left, take lift, through door, turn right, take fourth door, watch out for eye, turn right, take third door left onto lift, up, left, shoot ball, onto lift, up, and left through door.

Level 6 — Shimmering Delight: Walk right, take lift up, jump gap, go right past two heads, turn left, shoot flashing brick above lift, turn right onto lift, up, shoot flashing brick on right, jump right off lift onto next lift, up, right, shoot flashing brick and drop down, walk right and take lift up, walk right and take lift again, turn left, take lift, walk right through door, go left, jump up stairs, jump over head, go through door, left onto lift, turn right, jump onto four blocks which collapse onto lift, up, right, shoot flashing brick, go back to lift, go down, turn right, take second lift up, right, up lift, turn

DR. BERKMANN'S CLINIC

Congratulations, Mrs Spiggis, you've a grand, bouncing baby postbag here, weighing in at about 768 kilos. Shall we give it a little spank?

Or rather, let's open it up and look inside, as the surgeon said to the anaesthetist. Oh, the wit, the wit — quick, call the Joke Police!

First from the sack is **Stephen Phythian,** who's swiftly sorted out Martin Skinner's and John Rattenbury's probs in the June ish. In *Monty On The Run,* quoth Steve, the correct items are,

1. Compass
2. Jet Pac
4. Rope
12. Passport, and
16. Bottle Of Rum.

"And to rescue Herbert in *Three Weeks In Paradise,* get the deux stixks from the Croc room, use them to light the fire in the Anvil Room; get the bellows from the room with the well in, use them on the fire; get the ashes and take them to the totem pole room, use them on the man to make the thunder cloud, and guide this with the bellows to the hut. Crack! From the remains of the hut get the shell and go down the well. Press Use as the drip reaches you and presto! one full shell. Get billy can and go to the geyser. With the spinach (which should still be there after you've rescued Wilma), jump at rope and jump into geyser and it's filled. Get flip flops and the full billy can, and go to the beach. Walk past the crab and as soon as you're past him press Use and get the claw. With shell and claw, go to right hand lion on Herbert's screen, press use and walk into it. Get the thorn that's left and with shell walk to centre of cauldron, press Use and Herbert's free! To escape, jump into picture in room with table and snail (providing you've rescued Wilma first!)" Phew! Thanks, Stephen.

DAN DARE

Oh dear, oh dear. Oh dear, oh dear, oh dear, oh dear. Seems that we made a few boo-boos with our *Dan Dare* POKE in the May ish, and **Richard Swann** has written to provide the correct lines, as follows:

```
10 CLEAR 25555: RESTORE
30 FOR X=1 TO 2: READ
Y$: FOR Z=1 TO 15 STEP 2
```

Sorry about that, *Dare*sters!

MORE MONTY

Lucky old Martin Skinner, I say. Not only has he had the benefit of the Phythian's assistance (sounds like an SF villain, dunnit?), on *Monty On The Run,* but here's my tippy chum **Leon Felgate** with a corky little POKE, too. Yahay!

```
5 REM MONTY ON THE
RUN
10 REM BY LEON FELGATE
20 CLEAR 24649
30 PRINT AT 8,3; "PLAY
MONTY TAPE"
40 LOAD "" CODE
50 FOR N=65515 TO 1E9:
READ A
60 IF A=999 THEN POKE
23612: RANDOMIZE USR
52500
70 DATA 62, 24, 50, 156, 135
80 DATA 62, 201, 50, 141, 134
90 DATA 62, 201, 50, 157, 143
100 DATA 62, 0, 50, 80, 154
110 DATA 201, 99
```

Leon adds: "Could you tell all the readers that I will not charge anyone who writes to me from the time of printing." A pleasure, me old bunny. And Leon's address? 14 Banbury Road, Stratford-upon-Avon, Warwickshire, CV37 7HZ.

MASK 1 . . .

As opposed to *Masks* two to 563, which I can't help you with, I'm afraid. When I say 'I', of course, I really mean **Paul Sugden,** who wrote in after Dominic Kearney pleaded for assistance a month or two back

"You bet, Doc. To assemble the key, first drive over six key parts. Then press the 'w' key. This will take you onto the assembly screen. By pressing 1 to 6, find one key that will fit correctly in the top left hand corner of the screen. Then go through the other keys to find one that fits in the top right hand corner, to form the top half of the letter. Then go through the keys left to find the bottom left hand corner piece, and then the last piece. Go back to the main game and press the key formed in the box. If you have collected a scanner, one of the arrows should light up. Follow this to the first agent. If you get stuck trying to find a key piece, look around for another one, drive over it and you will be told to drop one. Carry on doing this until you find all parts of the key. Once you have found the agent, go back to the vortex and complete the level. Oh, and by the way, does anyone know how to get past the black hole on level three of *Mask 1,* because I'm getting quite frustrated?" I don't wish to know that — kindly leave the stage. Anyway, does that make sense, Dom? I blimmin' well hope so!

HAYLP!

An extended Haylp section this month, so see if you can help with any of these fearsome gamesnags, and make a happy man very old.

First up, **Emma Deakin** wants help with *Zzzzzz.* (I always try counting sheep myself. Or 18 pints of Thruxton XXX Old Beardie.) "I want to be able to get past the road where the bus rushes past, and past the sleeping bandit. I can't even get the bike." Can you assist her?

Mr M Leach meanwhile is getting a very bad case of Primary Imbalance. "I'm trying desperately to find a way around *Brian Bloodaxe,"* that splendid old platformer from The Edge. He needs hints, tips — anything!

Chris Lees is stuck on *GhostBusters,* that old Activision tie-in which has turned up again on Mastertronic and sold 8 billion copies all over again. (Preferred the film myself.) Anyway, Chris asks, "How do I sneak two men past the Mr Stay Puft the Marshmallow man at the Zuul temple?" Search me, but *YS* readers, on the other hand, may be privy to this vital knowledge...

Another **Chris,** of the **Delahunty** ilk, is "totally stuck" on the *Great Escape.* How, pray, does he find the keys and where can the objects can be used? "I have found the poison, red key, radio, torch, money, uniform and spades," he explains. But as John Travolta's friends in *Grease* said, "Tell me more, tell me more..."

Finally a long plea from **Ann Grant.** "Thanks for your help with *Greyfell* but I can't find the candle. You said that the candle should be outside the hut where it's dark. Well it's not! The candle, that is, not a glimmer of one (*Groan. Ed*). Even the hint sheet says it should be there, but it's not, at least in my game.

Also thanks for printing help with *Popeye,* but I need more help. Where's the key for the door that's on the bottom of the rope from the dragon?

Also please could you let me have a POKE for *Rentakill Rita.* I did have one, but seem to have lost it!" A demanding woman, our Ann, not unlike our esteemed, *(Stop right there if you know what's good for you. Ed).*

So can you aid any of these poor snagsters? If so, or you're in hot water yourself, drop a line to Dr B's Clinic, *YS,* 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a *YS* tips badge!

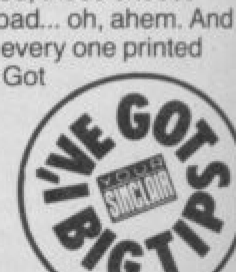
right on lift, left to three heads, lift up, turn right, keep jumping and go through the door.

Level 7 — **The Nasty One: Walk right, drop onto lift, up, drop down onto lift but don't use it, jump right, turn left and jump left, take lift, shoot flashing brick on right, walk left, drop down onto lift, right and drop onto other lift, go right, take lift, go right, jump four times onto lift, up, walk right, take lift, right onto lift, up and shoot balls, left, drop down right onto lift, up, take third lift up, right, drop down taking one block off, drop off, take fourth lift, walk right, knock bar off, take first lift, walk left, take lift and go through the door.**

Level 8 — **Edge Of Doom: Walk, wait for the four diamonds to be in a line, walk under them and take lift up, left, shoot four balls, watch out for spiral, shoot flashing brick, go back right, jump through door, left, jump up and drop onto lift, up, left, through door, right up stairs, jump four times avoiding four diamonds onto lift, up, left, jump, jump, jump over four diamonds and onto lift, shoot flashing brick on left, take lift up, through door, jump left twice, through door, right, shoot flashing brick, right back through door, jump down, left onto lift, up, jump left four blocks, take lift up, right onto lift, up, shoot two flashing bricks above, lift up, left through, shoot flashing brick on right, left, drop down, shoot flashing bricks on left, back right, lift up and take the third door! (Phew!) The screen flashes red and 'Congratulations' comes up"** Thanx a million, me old wankel rotary engine.

Fin

• And that, as they say, or at least they did when I last spoke to them anyway, is that. I'm really chuffed, nay, reet glad that you still send me your piles. Of tips, that is. But you can trust us, 'cos we ARE doctors. So send all your hints, tips, maps, packets of bacon flavour fries and spare Wimpy fish'n'chips to Phil South, *YS* Tipshop, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE. Mind you, those cheese snips aren't bad... oh, ahem. And don't forget, every one printed wins an 'I've Got Big Tips' naughty badge. Heh, heh.




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SPECIAL ARCA
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RETAIL
NOW
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It's every prison warden's nightmare – the inmates have broken out. These men are hardened criminals, armed to the hilt and aren't afraid to gun you all down. Just move in, knock 'em down and round 'em up. Easy!
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RESCUE THE CAPTIVES! You are a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – alone, against immeasurable odds.
Eight more deadly opponents to combat as you advance to become a black-belt master. Authentic fighting moves with 4 different locations.
Konami
Our hero has finally mastered the secret martial art "CHIN'S SHAO-LIN" but is trapped by triad gangs. With kicks and other secret powers, escape from and travel SHAO-LIN'S road to freedom!
NEMESIS
The planet Nemesis, is now under an all-out space attack beings from the sub-space star cluster of Bacterion. You will need all your courage and concentration to win. Get ready to blast off!
HYPER SPORTS
Continuing the challenge where 'TRACK and FIELD' left off. Archery, Skeet Shooting and Weight Lifting are just some of the featured events to test your skill and stamina.
You can almost feel the tension of the big match breaking through the screen . . . the expectant crowd is almost on top of you! You return the service with a Top-spin Backhand, then a Forehand Back-spin, the ball bounces high from your opponent's looping, defensive lob . . . SMASH! . . . a great shot opens the score . . .
PING PONG
JACKAL
Get into this and you'll never get out . . . The plan – codename JACKAL – is to drop a squad of 4 crack troops behind enemy lines. Rescue a group of prisoners and whilst under attack, deliver them to helipads. Their final objective is to knockout enemy headquarters. Simple eh?
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NIGHT RAIDER

'Chocks away, Boffo!' 'Jerry's pranged my kite, Squiffy!' 'Hard Cheese, old fruitbat!' 'Where's Binky Berkmann?' 'Previewing Gremlin's ripping new WW2 game, of course!' 'Tophole!'



And tophole is the word for it, by my reckoning. (Wilco, chaps. Over and out.) *Night Raider* takes you into dashed dangerous territory, to whit the choppy Atlantic waters south west of Cornwall and north west of Brest (fnar) in Brittany. And your mission? Only to sink the Bismarck. Ha! Un morceau de gâteau, mon petit salade. Except of course that no-one else has managed it yet. And on your single act of pointless heroism rests the entire future of the world.

Luckily your bomber is equipped with every mod con (shower, jacuzzi, MTV and so on) and also a few useful devices to help you dispose of your enemies. On the Spectrum this means four different screens to toggle between as you strafe the night seas in search of Huns. The front view shows planes, boats, mines and whatnot zooming towards you in glorious monochrome, with the seas represented by loadsa dots and everything else solidly skimming over it. The back view's fun too, mainly 'cos you get to fire at things behind you, too. The area plan gives you a wider perspective on things, while your instrument panel tells you that your engine's about to drop out and that in 5.6 seconds you'll plunge to an almost certain and total watery doom.

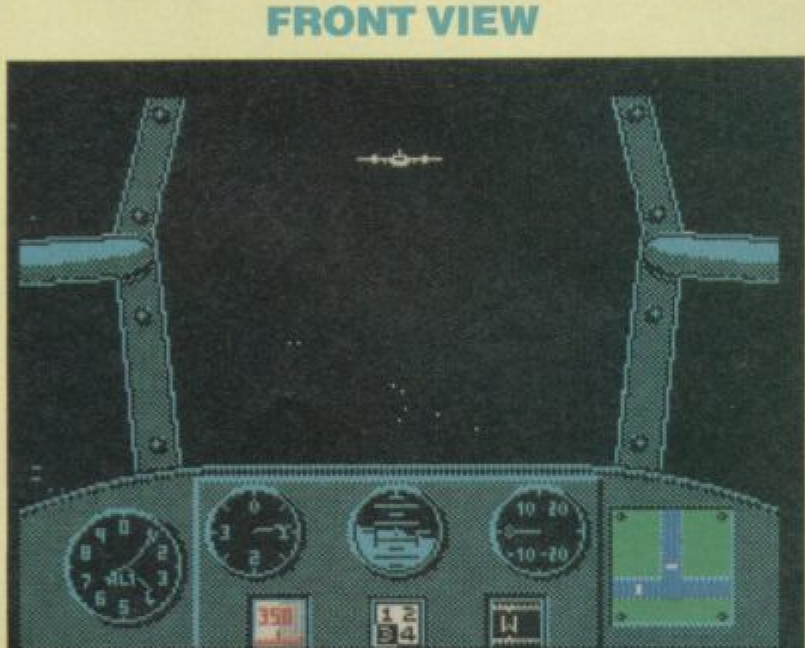
Hitting the drink is generally a fairly poor idea (*Remember you're driving! Ed)* (I didn't mean that sort of drink. MB) (*Sorry! Ed*), as if you do so you pop your clogs. More important is shooting your attackers before they shoot you, while keeping an eye on your target, not wasting your ammo, looking out for other hazards and generally keeping your eyes, ears, nose and belly button open. When you've sunk the Bizzy (which takes more than a couple of prangs, as you can imagine) it's time to head back to your aircraft carrier — and that's no mean feat if you're low on fuel, the right wing's on fire and you're fresh out of Cheese Snips.

Night Raider's due to be finished and released in the next few weeks, but the preview version I saw boded well. I suppose the main reference point is DI's *ATF*, which also combined shooty and strategy aspects to telling effect. The version of *NR* I played had rather more shooty action than strategy, but when they've bunged everything in it should be a challenging, well balanced game.

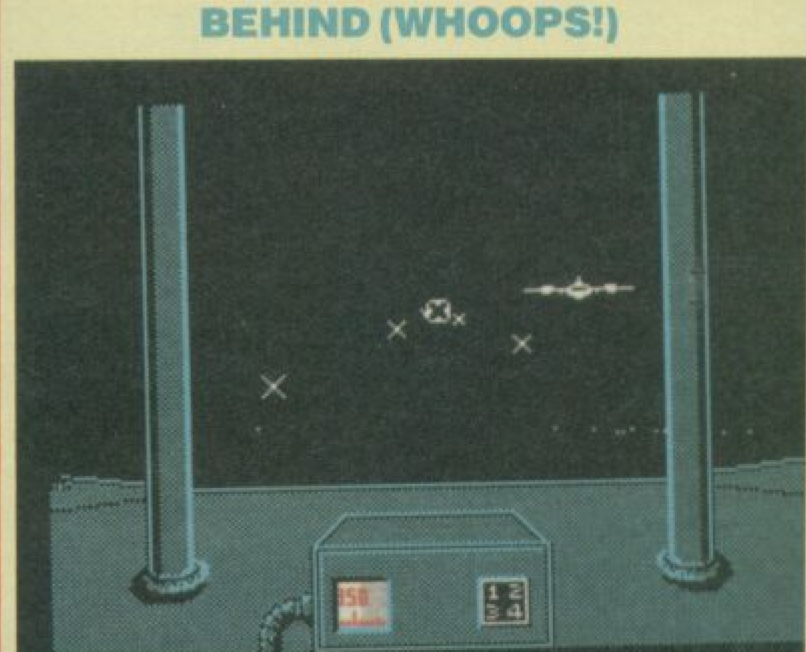
So, a likely corker from Gremlin. Right ho, Beezer, time for another go at Jerry? Chocks away....!

FAX BOX	
Game	Night Raider
Publisher	Gremlin Graphics
Price	£7.99 cassette, £14.99 disk

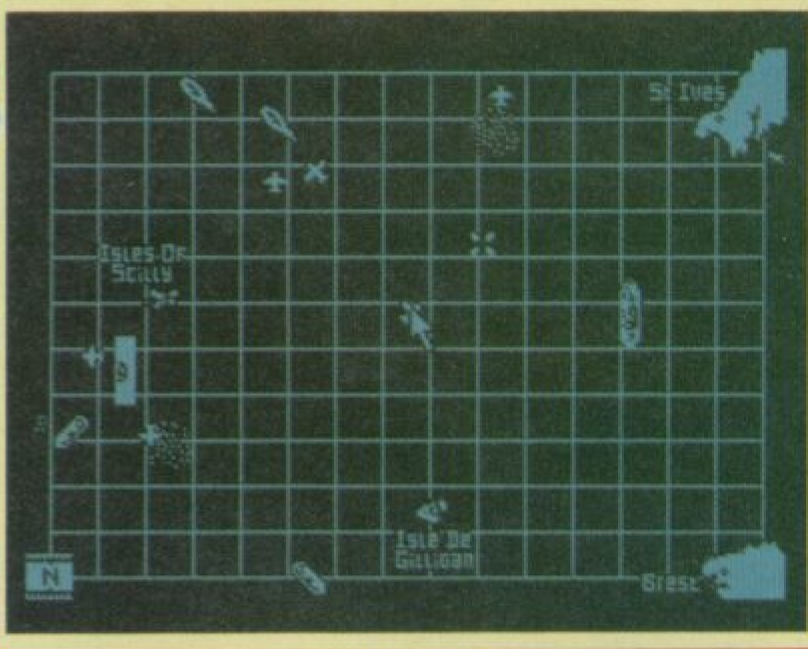
FRONT VIEW



BEHIND (WHOOPS!)



FROM ABOVE



BANDITS AT 12 O'CLOCK

Good Lord, is that the time? Better hurry then, cos otherwise it'll be too late to enter this splendid compo that we've arranged with those Gremlin geezers. All you've got to do is solve this utterly topping wordsquare, eh, Colonel? 'Fwah, fwah, fwah.' The prize? A high-flying, radio controlled model airplane, which comes in kit form for you to build yourself. Tophole, what? And for those of you who don't quite make the grade, there'll be fifty copies of Gremlin's *Night Raider* up for grabs. Spiffing, eh? Wanna know how to win? Read on...

WHAT TO DO

Right, pay attention, you chaps. The wordsquare here contains ten words of a thoroughly topping nature which old Squiffy and Boffo chose — probably because they're the only words they know! Haw haw haw! (Oh, thank you, just the one.) So here's the gen. Mark out the words as you find them, and then send in the whole coupon to me, Air Vice-Marshall Sir Buffington Squiffington MC, You Can Tell I'm One Of The Chaps As I Don't Have Bouncy Things In My Flying Jacket Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



RULES

- Chaps who haven't returned from the front by August 31st will be classified as 'missing, assumed not to be entering the compo'.
- Officers in Dennis Squadron or from HMS Gremlin will be cashiered if they attempt to get into camp without a pass.
- Anyone guilty of insubordination will be called up before the C-in-C and subjected to one of her chilli con carnes.

S	T	I	D	N	A	B	C	S	R
H	C	P	F	R	S	A	G	K	E
U	D	H	R	F	P	N	B	C	G
H	E	O	O	S	I	O	U	O	D
F	G	S	F	P	T	B	L	H	A
F	N	N	P	F	F	A	R	C	B
O	A	I	I	U	I	P	N	O	M
B	R	L	R	H	R	B	C	T	A
H	P	K	G	F	E	H	E	R	U
B	O	C	H	Y	E	O	H	C	P

ALGY
CHOCKS
BANDITS
PRANGED
SPITFIRE
BIFFO
RIPPING
BADGER
HUNS
BOCHE

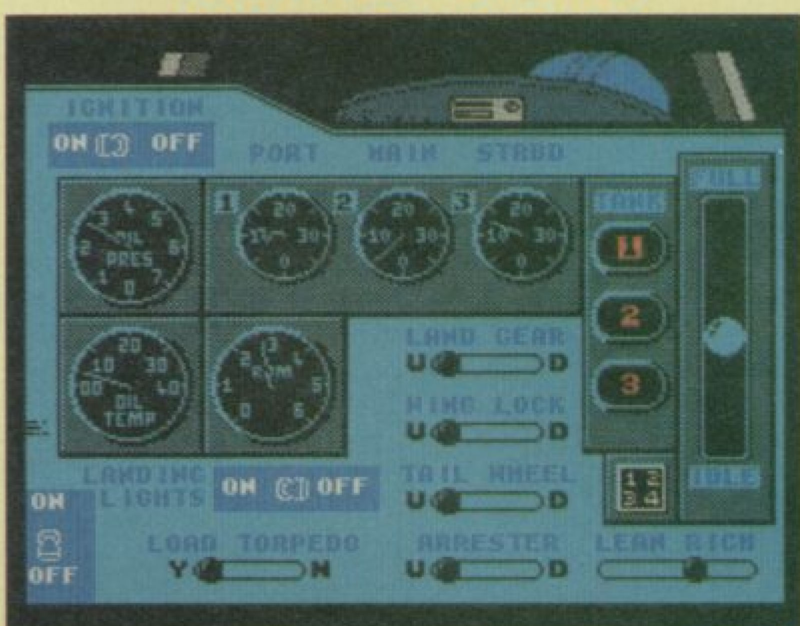
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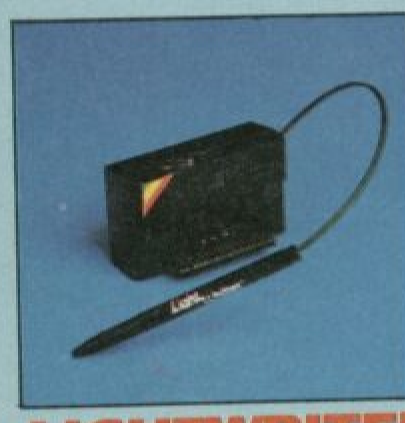
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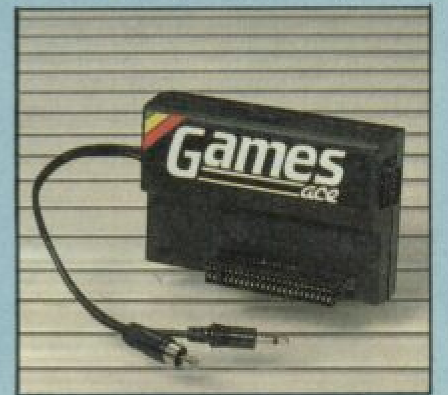
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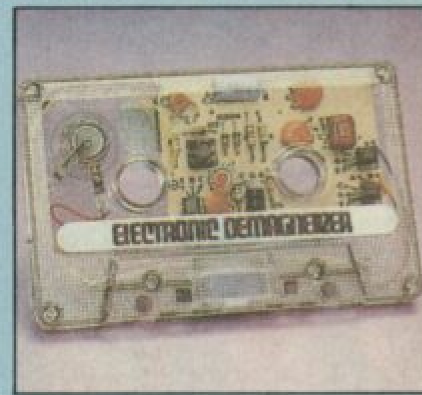
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***Ciarán Brennan* spends his last pennies checking out the latest in coin slot entertainment.**

SLOTS OF FUN

Hi Funsters! Well summer's here now. So I s'pose it's time for sunbathing, slurping ice cream and generally enjoying ourselves in the great outdoors then. What? You'd rather check out what's happening down in those dark 'n' dingy arcades? Oh okay then, you've twisted my arm. Let me just empty the sand out of my left espadrille and wipe that mint choc chip off my chin...



FIGHTING SOCCER

From the people who brought you the strangely named *Fighting Golf* comes another sports game with an inappropriately aggressive title — *Fighting Soccer.* Passive this may be, but it's an impressive soccer simulation along the lines of the same company's American Football game, *Touchdown Fever* (*YS* Feb issue).

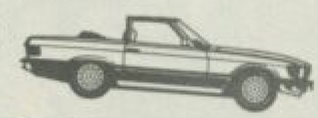
The match is viewed from above a horizontally scrolling pitch (which also moves a little from side to side) with the player controlling one team member at a time. The active player is highlighted by an arrow, which is pointed by use of a swivel-headed joystick.

Alongside the joystick there's a two button system, with different uses for each depending on whether the player has the ball or not. If the player is in possession, one button is used for a short kick or pass while the other is used for a long pass or goal kick. If the player does not have the ball, then one button causes a slide tackle while the other is used to jump (great effect here as the sprites appear to almost leave the screen).

The usual rules of soccer apply, the only difference being that each game lasts only two minutes. In one player mode the computer makes a pretty tough opponent, while more fun can be had in two player mode as a couple of players square off against each other — unfortunately this can often lead to one of soccer's more unsavoury traditions . . . violence off the pitch.

At the end of the ninety minutes Brian, this one gave 100 percent and I'll be sick as a parrot if you don't all go out and give this one a try — champion!

Convertibility Factor: 8
Should kick off in no time.



CIARÁN'S CORKY COIN-OP
FORGOTTEN WORLDS

Ladies and Gentlemen, the one you've all been waiting for . . . August's game of the month! And this time the honours go to Capcom for its all-singing, all-dancing vertically scrolling shoot 'em up, *Forgotten Worlds*.

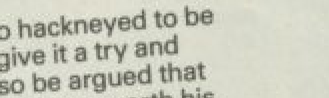
Looking something like a side-on *Space Harrier, Forgotten Worlds* takes you through four fast and furious levels, bursting to the seams with some of the sharpest graphics you'll ever see.

The gameplay breaks no new borders, you simply fly along at a steady pace, destroying vast numbers of slimy reptilians and their equipment (which I would almost swear includes a kitchen sink!). You can fire in all directions — and good thing too, as the enemy aren't too fussy which side they attack from.

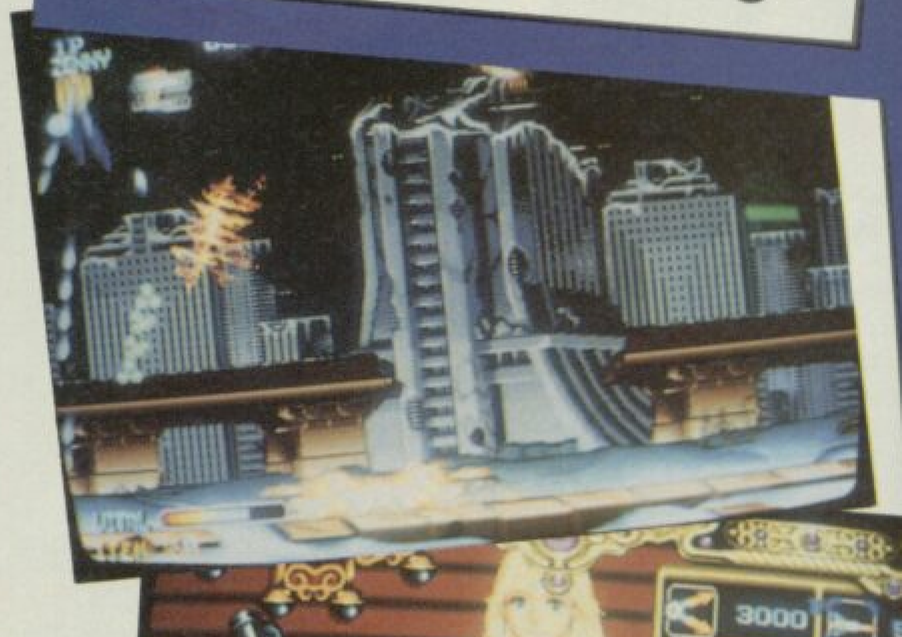
The objective is to get to the end of each level and destroy the major baddie who's waiting there (watch out for the Smoke Dragon — he's one mean mother). Credits can be picked up along the way to earn the player valuable bonus points, while a fairly small vitality meter in the bottom left corner has to be watched carefully, as when this disappears so do you.

As usual, the beginner's weapons aren't really powerful enough, so extras have to be collected along the way. These are found inside a series of shops that are conveniently dotted along the route, where those bonus points can be swopped for all manner of goodies, including treatment for wounds, extra armour and weapons, information and even the power of reincarnation (see, I told you that those bonus points would come in handy).

You could argue that *Forgotten Worlds* is too hackneyed to be considered to be a truly great game, but just give it a try and you'll soon see how compulsive it is. It can also be argued that four levels aren't enough of a challenge to any player worth his salt, but again the level of difficulty is perfectly pitched and even these few levels should keep anyone's hands full for some time. Full credit to Capcom, this one is addictive, infuriating, action-packed, fantastically pretty . . . and a snip at only 20p. And by the way, it's even better with two players.



Convertibility Factor: 4
Too fast, too flash and too colourful.





P47

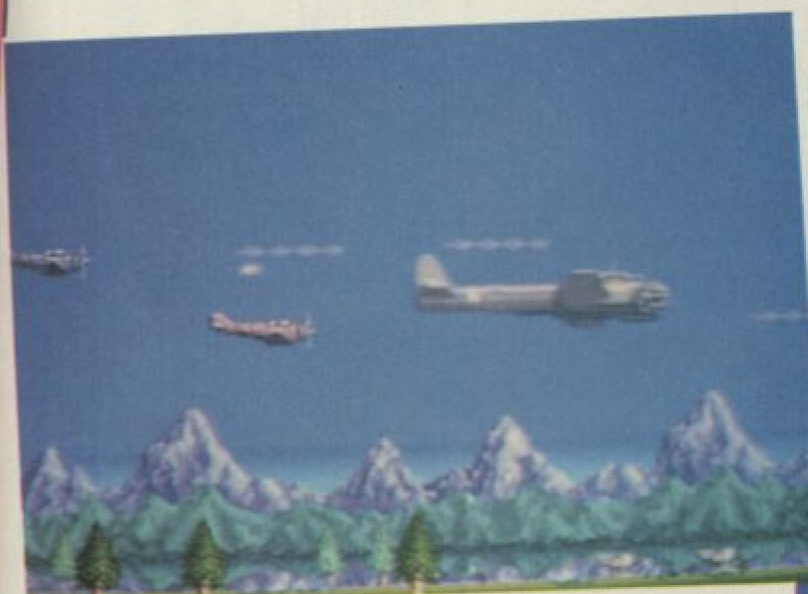
Who ever designed Jaleco's latest shoot 'em up, which has an alternative title of *The Freedom Fighter*, must have spent more time studying art than history. I say this because it looks pretty good, but it seems to have a few crossed wires in the plot — since when did the Luftwaffe have the use of helicopters and jet fighters in 1941?

Anyway enough of this pedantry. Who cares if the story's all wrong, if the game's all right? Unfortunately it isn't and it doesn't take long to realise that the graphics do nothing more than hide a pretty poor *Nemesis* variant, without the original's speed or complexity.

What *P47* does offer is standard one or two player vertically scrolling shoot and collect action, but this can be had in too many other places and most of them better than this.

Specific gripes include the speed and difficulty — neither of them are nearly high enough — and the sprites aren't exactly inspired either. This is definitely one for the fanatic.

Convertibility Factor: 7
For those who missed *Nemesis*.





F1 DREAM

Capcom again, and this time it's offering the chance to step into the racing shoes of Prast(!?) or even Munsell(??!!) — at least that's what it says on the opening screens. The 'dream' of the title refers to the fact that you start off as a mere formula 3000 driver and fight your way up through the ranks to eventually reach the top flight.

However, before you get into any race there are a few decisions to be made. A course has to be selected from a choice of four and you can also decide whether to equip your already flash motor with a turbo or to leave it to its own devices, ('though this doesn't actually seem to make much difference).

Right, so now it's straight into the race . . . oops! Sorry about that, there's the small matter of a time trial to be taken care of first. The time trial consists of a solo run around the track and determines where your car will be on the starting grid if and when the race does start.

The race is viewed from above, with only a small section of the track visible — the entire track is superimposed in the bottom corner in case you want to check out where you stand, or even when the next corner is going to appear.

It took a little while, but I did eventually start to get into this one. The joystick steering method takes a little getting used to and it also takes some time to get to know the tracks, but stick at it and you'll be in for a pleasant surprise.

Convertibility Factor: 7
A converter's dream.

BOWLING



Another one from Capcom, this time an attempt to simulate the great American family sport of ten-pin bowling. This has been done many times before to varying degrees of success, but what makes this effort a little different is that it's played by use of a ball — even if it is embedded in the cabinet's panel in place of the joystick.

If you are at all familiar with the sport itself, then you will have no trouble picking this one up. The alley is viewed from above, with the ball at one end and ten pins set up in a triangle at the other. The on-screen ball is pushed towards the pins by 'rolling' its real life counterpart in the relevant direction. Hook or spin can be added by adjusting a meter beside the alley before each turn.

The player has two attempts at each set of ten, and ten sets in each game. A 'strike' (where all ten pins are dropped in one shot), is rewarded by doubling the points of the next two shots while a 'spare' (where the ten pins are cleared with two shots), means that the score from the next shot is doubled — although the machine occasionally appeared to confuse strikes and spares.

Bowling is quite fun, although it is a little quick and easy and the lack of a two player game removes all of the social element. It's hardly essential, but it might make for an occasional diversion if the strain of killing aliens gets too much.

Convertibility Factor: 5
Not quite up the Spectrum's Alley.

TWIN EAGLE



Also known as *Revenge Joe's Brother*(?) Taito's *Twin Eagle* takes lack of imagination to new heights. In fact I'm not at all sure why this one ever appeared, as there must be about 100 games exactly the same as this on the market already.

For those of you still reading, the game is a horizontally scrolling shoot 'em up where you guide a heavily armed chopper along a jungle landscape which is choc-a-bloc with enemy soldiers, tanks and helicopters. Occasionally a support plane flies overhead dropping balloons which improve your armaments when collected.

The action is fast and furious, and the continue game feature should allow you to get as far as you like into the game — but I can't see a lot of people trying this one in the first place.

Convertibility Factor: 7
At least the one player version should fly along.

ARCADE NEWS

No news as such this month, folks. But I do need some more tips from you lot on how to improve the ol' skill in the trigger finger. So if you've any tips for me, write 'em on the back of a postcard (make sure it's got a nice scenic pic of where you went on holiday or summat), and send it to Slots Of Fun, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.

SCREEN SHOTS

PART TWO



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

GUTZ

Special FX/£7.95

Sean A giant mega-being is approaching earth. It's as big as the moon! Arms as big as Africa! A mouth as big as Malaysia! Teeth as big as ...er... Tunbridge Wells. And it's going to eat the earth. WAAAH! It makes me feel like doing something really stupid like volunteering to jump into a rocket, whiz up to it, jump inside its stomach and disable all the major body functions like the kidney, heart, lungs and brain. What? No, no, I didn't mean it! Stop... Where are you taking me... What's that?... Waah! A rocket. Nooo....

Yup, there you were, having a bit of a josh with your mates when they actually started to take you seriously. So now you're stuck in the innards of a mega-being, squibbly bits everywhere, to say nothing of all those nasty anti-bodies, uncle bodies and second cousin twice removed bodies floating round trying to kill you. All you have to do is duff up this intergalactic Billy Bunter to prevent it eating the earth. Fortunately, by applying your superior mental intellect, dazzling ingenuity, and especially by reading the inlay card, you have a pretty good idea about how to go about it.

One vital organ of this mammoth nastie, lies on each of four levels, each level being made up of four sections interconnected by long tubes. Yuk! The organ lies in a specially protected womb, which can only be entered by finding all the pieces of the special 'get-into-the-vital-organ-room' weapon. Fortunately, there are a number of things to do and find which will help you achieve this aim.

On each of the four sections of a level, there are weapon holds in the walls which give you progressively meaner anti-body bullets. These initially kill only a few of the anti-bods, but eventually make mincemonster of everything in sight. Grabbing the crystals which lie few and far between, will give repeat fire for three minutes, and the spare helmets will protect you against bullets, gas and some anti-bods for two and a half minutes. Last, but not least, there's the map capsule to be grabbed early on, which will show your position, and if there are any of the above mentioned goodies in the same area. Careful how you go with this one, though, 'cos if you use it for more than three minutes, cor blimey matey and blow me down peeps if it don't go and pack up on you.

The scenario of *Gutz* has got to be one of the best I've read for ages, and perhaps owes a teensy weensy bit to *Innerspace* methinks? What it boils down to however, is a pseudo 3-D maze game, where you charge around killing all and sundry, grabbing everything which lies in your path, and generally having great fun. The main figure and all the wibbly wobbly anti-bodies are well animated, and the scrolling is excellent. Each section of a level has a different design, and the part of the game played in the interconnecting tubes is also well done and fun to play. The only drawback is the monochrome levels. A bit of colour wouldn't have gone amiss.

Gutz has the vital 'one more go' element, and its speed adds to the addictiveness. Stand still for more than a second, and you'll get sprayed in a hail of bullets!

The package is also very well presented, and the pause mode will blow your socks off. I don't remember ever seeing my Speccy do that before! This game should keep mapping types happy for ages, and proves there's life in the old maze game yet.

YS CLAPOMETER

Competent kill, grab and map game which should keep you burying around your innards for a while.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■■□□

7



Grab the box to get the first part of the door opening weapon, but avoid all the wibbly wobbly meanies.

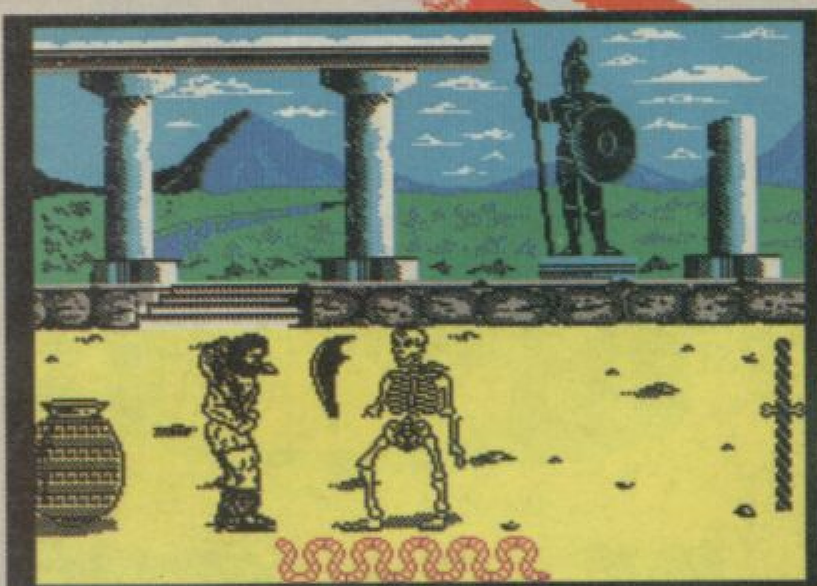
HERCULES

SLAYER OF THE DAMNED

Gremlin Graphics/£7.99

Jonathan Being a *YS* reader, and therefore a classicist at heart, I'm sure you'll be well aquainted with the legend of Hercules. No? Well I won't bore you with all the details. But in short, Hercules (muscles, head-band and all the rest), was an ancient Greek who had to complete twelve labours, set as a punishment by the King of Argos. And they weren't that easy, either.

However, none of this seems to have any relevance to the actual game, *Hercules*, as Gremlin seems to have abandoned what could have been quite an interesting plot and presented us with something which, apart from a beefy bloke and the number twelve, has little to do with any legend I've ever heard of!



As you'll probably have gathered from the screenshot, assuming it's in the right place this time (*Very droll, Ed*), *Hercules* bares a startling resemblance to a well-known martial arts game from a few years back, and about 59236911045 other games since. And what's more, rather than having to tackle a wide range of weird and wonderful mythical creatures, you get a skeleton with a big chopper (fnar), plonked in front of you. Hit it with your weapon (double fnar), a few times (well, about 298235567 times actually), and it'll die, just as another one appears.

The rest you can probably guess. I'll just say that it happens twelve times (one for each labour, you see), and it's extremely boring. To make things a bit more interesting, no, bad word, different, a snake wriggles along the bottom of the screen and your blows are only effective while the skeleton's above it. Also there's a giant spider that drops down from above and tries to steal the skeletons. Add a minotaur at the end, and what've you got? Bizarre stuff!

Worse still, if that's at all possible, is that what little game content there is here, plays like a comatose underwater footballer with both his legs in plaster. The controls are awkward and not particularly responsive, the animation is jerky, the sound stinks and the whole thing probably wouldn't keep a sloth amused for more than a couple of minutes.

A bit of a 'nana, this one. At budget level it would have been pretty grotty, but at full price it doesn't have a hope. And from Gremlin, too! Shocking, I call it.

YS CLAPOMETER

A Herculean failure with about as much content as an empty bag.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

4

WIZARD WARZ

Go!/£8.99

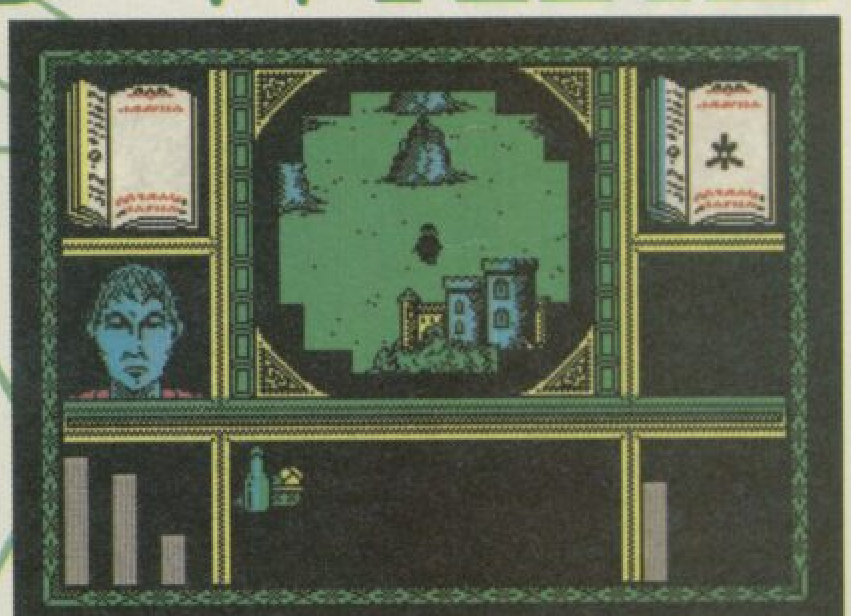
Ben 'n' Skippy 'A game that takes fantasy role playing one step further' claims the cover of Go!'s latest offering. What?! Neither of us claim to be role-playing nuts, but we've seen an awful lot better than this!

You start off as a fresh-faced magician with only a few spells and not much power. Fret not though, spells and other interesting goodies can be picked up easily enough throughout the game. There are plenty of monsters on the first level, who again, don't appear to have done anything wrong but must be blasted if the magic man is to proceed to the next stage. They range in 'ardness from the awfully wimpy Giant Bat to the wickedly bad Vampire. And your object in the first level is to blast the six monsters who guard stolen treasures and then return the treasure to its rightful owner. As a reward the city gives you some food to restore your energy and stamina.

The second level is meant to be a test proving your ability to enter the third level. (Not very imaginative, I know, but I suspect that Go!'s writers were having a bad day!) Here you get to choose which monsters to battle with, and killing one gets you a reward. Rewards can be in the form of another spell or a familiar, (that's a cat or crow, you know the sort of thing), and these can be very useful, for giving you extra powers or making you invulnerable to certain spells. The major reward is a magical item – and you need three of these to go on to level three.

Assuming you survive this arducus task (it isn't the game's difficulty that's the problem it's being able to breathe in the atmosphere of boredom it creates!) then we can stomp (and what a poorly animated stomp it is too), into level three, where you've got to destroy the seven Wizards and their guardian monsters in order of difficulty. If after tackling one of these truly 'ard guys you don't have enough energy to go on, you are awarded some more – what fun!

You may have gathered that we're not too keen on *Wizard Warz*. That's putting it mildly: it's rubbish!



Strategy games are fine when they *do* involve strategy, but this relies far too much on 'arcade type action' which simply isn't fast enough to handle enjoyably. The graphics are very poor indeed – the playing area involves character scrolling which shouldn't have emerged from the dark ages.

At full Go! price *Wizard Warz* is nothing short of a rip-off. It has to be one of the least fun pieces of programming we've had the misfortune to play in months.

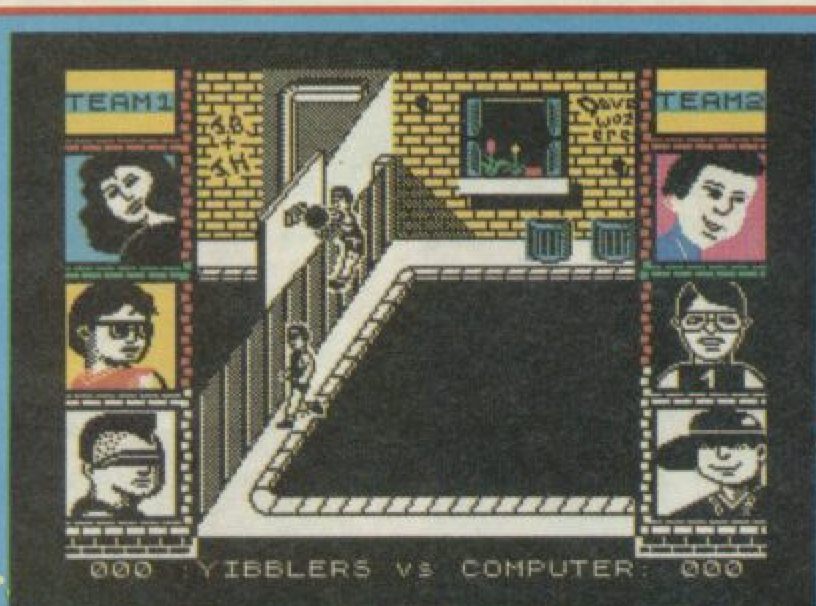
YS CLAPOMETER

Glad to see Go! are maintaining their standards... Bad news, don't buy it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

3

STREET SPORTS BASKETBALL



US Gold/£8.99

Jonathan If phrases such as 'slam it through,' 'slow dribblers,' and 'pop 'em from the corners,' mean anything to you, then you'd probably be better qualified to review this game than me. I'm afraid that corpuscle redistribution is more in my line, but I'll give anything a go.

Street Sports Basketball puts you in the dubious position of having control over a team of, ...yes, basketball players. Only three, admittedly, but we all have to start somewhere. Your side is picked from a selection of ten possibilities, none of whom I'd want to be seen with in public. Then either another player or the computer goes through the same ordeal to select the opposing team.

Having done this, and named the teams, you're now almost ready to start. But wait for it... you've still got to decide where to play. You can choose between such picturesque locations as the school playground, a back alley, a street out in the suburbs and even, for those romantic, poetic moments, a parking lot.

By the time you've got to this stage, you'll have endured hours of tape starting, stopping and turning over, some horribly average graphics, a beepy tune and, most stomach-churning of all, the original Sinclair character set! Urgh! And it would only take them 768 bytes to design a new one, he says knowledgeably.

Sadly, things don't improve a lot presentation-wise during the game, either. The players stagger around as if they're recovering from the side-effects of a particularly violent Tandoori, none too inspiring when they're just about the only things that move in the whole game. The playing area is a small window in the centre of the screen, hemmed in by some close-ups of your team members, just in case you forget what they look like. That's just what I was trying to do, in fact.

And then we get onto problem number four hundred and sixty two: controlling your players. Rather than adopt the normal method of the guy (or girl, for a change), nearest the ball coming under your control, this game has plumped for a different system, whereby pressing fire flips between your players, unless one of them's got the ball, in which case it'll make him pass or shoot with it. Well I said it was different didn't I?

Having sussed that lot out, the next stage is to get hold of the ball. Not easy, I can tell you. Jiggling around next to the bloke you're trying to get it off sometimes works, but it's usually easier to wait till he takes a shot at the basket, invariably misses and lets you grab it. To have a go at shooting yourself (that wasn't meant to come out like that, but I came close at times!), position your player near the basket and press fire. Then it's mainly down to Lady Luck whether it goes in or not.

Which leads me (and rather neatly, I think), onto my next point. The main snag is that you simply haven't got a lot of control over what happens. The moves available to you are minimal and ball control is a very hit or miss affair. Compared to the likes of *Match Day II*, with all its subtleties of gameplay, *SS Basketball* looks pretty poor.

No doubt this one will find a home with a select group of basketball fanatics out there, but I'd advise even them to give it a thorough checking out before parting with any of the folding (or jingling if you want to annoy the shopkeeper), stuff.

It's tough on the streets, as the bumph points out, especially after its been lying there for a few days (*Eh? Ed*).

YS CLAPOMETER

Unimpressive sports sim that won't set your joystick on fire (ouch!), let alone the world.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



5

Laser TAG



Go!/£8.99

Ben 'n' Skippy Has anyone ever noticed how Gateway supermarkets seem to have been designed specifically as Lazer Tag arenas? Forget the Saturday morning trip down to the shopping centre for your Sunday joint, vegeburger or whatever — replace your shopping lists with the latest in Infra-red technology Granny; we're talking targets not trolleys here! The creepy mist, the atmospheric music and the slippery floors, it's all at Gateway. The only problem is the store manager brandishing a leg of frozen lamb!

Yes Ben 'n' Skippy are well and truly veterans of the light fantastic (albeit Infra-red!). But what has blasting each other with Lazer Tag toys got to do with Go!'s game of the same name? Good Question...

The year is 3010 and you have just been enrolled into the Laser Tag Training school — in the hope that, just maybe, one day you may be good enough to carry the title of Duellist and be entered in the Laser Tag games.

As all other cadets before you, you have to prove yourself in the vertically scrolling arena and thus be promoted through the six levels, from Neophyte to Duellist. Each level has a slightly different playing area and is played in two phases: the first, called Rabitoid, is a straight shoot out with other cadets, who are all just as eager as you to climb the ranks and just as nifty with their Laser Tag weapons too. Here the player races against the clock to the end of the arena, to gain a whopping great bonus tagging out as many opponents as possible on the way, and icons can be picked up for extra points, time, lives or increased firepower. The second phase, called Target, is a lot less hassle. The player follows a fixed path through the arena and picks off targets, who don't shoot back, as they pop up around the place. This time the bonus is calculated from the shooters accuracy.

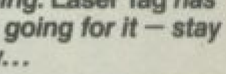
On the whole *Laser Tag* plays like a mediocre *Commando* variant with insipid opponents (even on the higher levels), and a boring section in the middle that breaks up the gameplay drastically. The bouncy bullets/ Laser blasts are a nice touch (and one of the few tie-ins with Laser Tag proper), but more often than not it's very difficult to see the surfaces that you can bounce your blasts off, or the things that you're supposed to shoot at, because the graphics are poorly coloured and detailed.

When you consider that with a bit of shopping around, you can pick up an original Laser Tag set for around twenty quid, the price tag of £8.99 on this seems to be well wide of the mark. I know which I'd rather spend my money on.

YS CLAPOMETER

Unoriginal, unplayable, overpriced and generally unappealing.* Laser Tag *has very little going for it — stay well away...

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



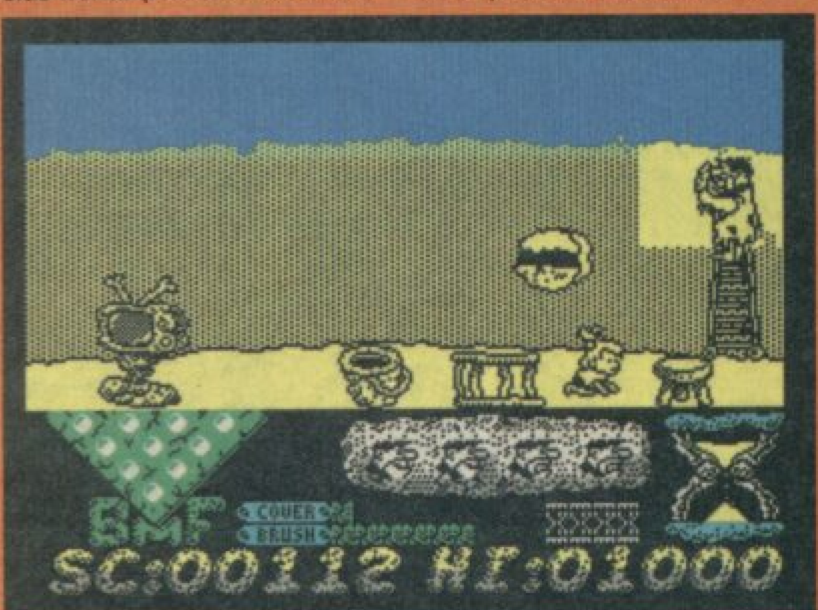
3

FLINTSTONES

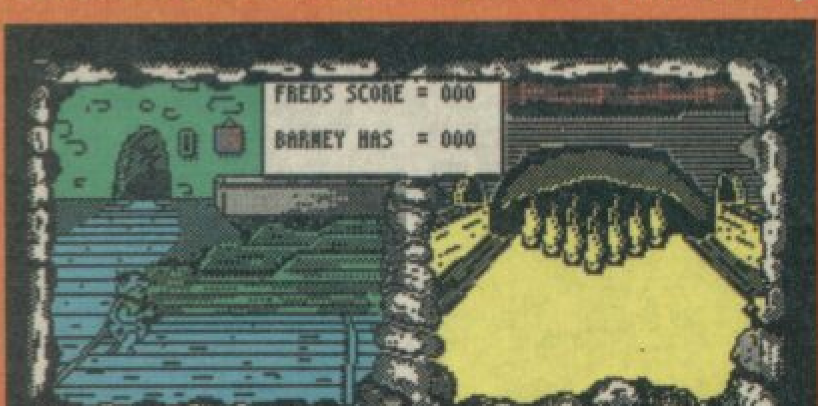
Glandslam/£8.95

Sean Flintstones, meet the Flintstones, have a Yabba Dabba Doo time . . . Or Yabba Dabba Two time, seeing as this is the second *Flintstones* game, although no mention of the first one — no wonder really, it was pretty dire as I remember.

This *Flintstones* is set in ye olde worlde prehistoricke times, and stars Fred Flintstone, with Wilma and Pebbles, and Barney and Betty Rubble making the occasional appearance. (If Barney was a designer, would he be Designer Rubble?) It's the weekend, and Fred's looking forward to the final of the Bedrock Super Bowl contest the following day, but Wilma has other plans for Fred. He must paint the living room before Mother visits, otherwise he gets a good nagging, and no bowling. Simple, eh? Well yes, except Pebbles is partial to a bit of drawing, and insists on helping Daddy by drawing faces and figures over the wall that Fred has just painted, so not only must you try to paint the wall, but also keep the troublesome sprog locked up in her pen. Not easy, especially when every time you grab Pebbles, your paintbrush, a sort of prehistoric skunk, legs it off and tries to escape. Should you by a miracle manage to finish the wall before your time runs out, then it's straight down to the bowling alley.



Fred does the old Rolf Harris bit — can you tell what it is yet?



Left a bit, right a bit, a tiny bit of spin, and another complete miss, probably.

Aaah, freedom. The summer breeze in your hair, the stereo belting out rock music, and lumps of stone all over the road. Eh? Yup, a Flintstones life is not an easy one, 'cos to reach the bowling alley, Fred must jump the car over the rocks strewn all over the road. If Fred hits one, then the back wheel bounces through the air, and he has to leap out, jack the car up and fix the wheel back on. Tricky, I can tell you.

At the bowling alley, it's a head to head match between Fred and Barney in the Bedrock Super Bowl contest. Can Fred get the position, spin and speed right in order to get a strike? Or will Barney continue to beat Fred hands down as he did when I was playing?

Just as the match is over, the newspaper arrives, with the news that Pebbles has gone missing, and so it's on to the fourth and final part of the game. Fred must rescue her from the top of the block of flats on the building site where she was last sighted. Fred does this by climbing to the top via the ropes, lifts and rock platforms conveniently situated on the outside of the building. If he fails too many times, the message is flashed up that Barney Rubble has rescued Pebbles instead. Flippin' 'eck! If my neighbour was so miraculous that he beat me at bowling and rescued my children, I'd move house.

Mark Edwards must be congratulated for the brilliant graphics on this game. All the characters are excellent copies of their cartoon counterparts, and the opening sequence of Fred finishing work and sliding down the back of his dinosaur is mega. The actual animation of the characters is also of a superb quality, especially Fred's run-up in the bowling section of the game.

This said, however, I think that the programmers have attempted to fit too many features into one game. Each section looks great, and the painting section has a certain addictiveness, but overall the game doesn't encourage you to carry on for very long. The bowling section seemed to be a little random, and often the shot appeared to depend on luck rather than speed or spin. And the rescue section gave the impression of yet another *JSW* clone with big sprites, even down to the 'blackout' following a fall.

Whilst this is an improvement on the first *Flintstones* game, it is let down by poor addictive qualities. Teque are, though, definitely a team to watch out for in the future.

YS CLAPOMETER

Good conversion of the TV characters, let down by trying to put too many other bits in too.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

BACK ISSUES

Don't back off — get a back issue!

1 **JAN '86** • Exclusive *Rasputin* cover game • *Fairlight* map • *Winter Sports/Saboteur* reviewed • David Crane interview • QL software buyers' guide.

2 **FEB '86** • *Three Weeks In Paradise* map • *Friday The 13th* poster • *Beach Head II/Worm In Paradise* reviewed • *Art Studio* review • Matthew Smith interview • Joysticks tested.

3 **MARCH '86** • *Robin O' The Wood* map • *Zoids/Movie* reviewed • *Marsport/Fairlight* tips • SpecDrum reviewed • More QL games.

4 **APRIL '86** • *Sweevo's World* map • *Skyfox/Lord Of The Rings* reviewed • Art Studio tips • 128K Speccy reviewed • *Arcade Dream* — exclusive preview.

5 **MAY '86** • *Movie* map • *Batman* reviewed • Micronet feature • *Mike Gerrard* joins *YS* • Interview — *Ghosts & Goblins* programmers • Program Power — Fast Loader



6 **JUNE '86** • *Saboteur* map • *Chuckie Egg II/Three Weeks In Paradise* tips • Hardware round-up • *Way Of The Tiger/Tasword III* reviewed • 128K games feature.

7 **JULY '86** • *Batman* map • *Rock 'n' Wrestle/Heavy On The Magick* reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 **AUGUST '86** • *Pentagram* map • Program Power — Speech Melba • *The Price Of Magik/Animator 1* reviewed • *Batman/Riddler's Den* tips • Hardware — Choosing the complete Speccy system.

9 **SEPT '86** • Wild 'n' wacky *YS* stickers — free ! • *Heavy On The Magick* map • *Jack The Nipper/Hijack* reviewed • *GAC* user's guide • T'zer's arcade action special.

10 **OCT '86** • *Ghosts 'N' Goblins* map • *The Great Escape/Trap Door* reviewed • Complete *Elite* Hacking Away special • 128K Speccy — opened up! • Program Power — Tune-A-Paté.

11 **NOV '86** • *Dan Dare* map and review • *Scooby Doo/TT Racer* reviewed • Spectrum +2 test-driven • *Devil's Crown* map • *Commando/Starstrike II* tips • Adventures — Complete clue list.

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14 **FEB '87** • *Nosferatu* map • *Artist II/Gauntlet/Aliens* reviewed • *Uridium/Dynamite Dan 2/Knight Tyme* tips • Hard Facts special • *Short Circuit* previewed.

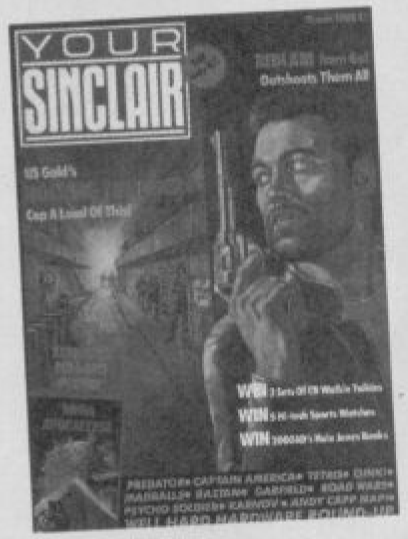
15 **MAR '87** • *Glider Rider* and *Fairlight 2* maps • *The Hive/Fist 2* reviewed • G'day sport sims special, streuth! • Tips for *Cobra/Gauntlet/Future Knight* • A-Z of adventure clues.

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18 **JUNE '87** • *Short Circuit* and *Feud* maps • *Head Over Heels/The Sentinel* reviewed • Hack special — learn how to hack! • Boogie with the Music Special • Blam! Boom! Wargames as well!

19 **JULY '87** • Map special! *Head Over Heels/Hydrofool/DD 2* and more! • *Flunky/Stormbringer* megagames + compilation reviews •



Zub and *Hive* tipped to bits • +3 floppy review.

20 **AUG '87** • *Thrust/Saboteur2/Krakout* tips • *Wizball/Stiflip/Gobots & Co* megagamed • New! *Program Pitstop* with routines from top programmers.

21 **SEPT '87** • Tipshop! Packed with maps, hints 'n' pokes for *Saboteur 2/Greyfell/Chronos/Sentinel* • Reviews of *Game Over/Catch 23* • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy *Jack The Nipper!*

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24 **DEC '87** • *Play For Your Life* exclusive cover game • *Quartet/Jack the Nipper 2* mapped • *Out Run* — Christmas megagame • *Solomon's Key/Batty/Hive* tips and POKEs.

25 **JAN '88** • Exclusive *Moley Christmas* game • Maps for *Trantor/Flunky/Slaine/Indiana Jones* • *Gryzor* reviewed • Tips for *Aliens US/Renegade/Mercenary* and squillions more • Boardgame reviews.

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29 **MAY '88** • Exclusive cover game *Blind Panic* • *Knightmare/Firefly* mapped • *Cybernoid/Ikari Warriors/Black Lamp* reviewed • Tips for *Garfield/Combat School/Bravestarr* • New! Rage Hard and Postmans Knock — regular round-ups of hardware and PBM • Adventure Holidays Special.

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31 **JULY '88** • Cracking cover game *International Cricket* • Colour maps of *Where Time Stood Still/Blind Panic* • *Bionic Commando/Crosswize/Target Renegade* megagamed •New! Only Kidding — Graham 'Galloping Gourmet' Kydd hosts a brand new column • Re-releases feature — Play It Again Sam.

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Drop in and pick up a back issue

VIXEN

Martech/£8.99

Ben 'n Skippy Is it a Pterodactyl? Is it a Tyrannosaurus Rex? Is it (heaven forbid), T'zer with a wig? No, it's *Vixen*, the raunchiest Spectrum release since *Sam Fox Strip Poker*. Martech has taken the pixels out of page three girl Corrine Russell and squashed up all her best bits 'till she's small enough to fit on your Speccy's screen. But raunchy rambling apart (well, almost), is there room enough for a game in the humble 48K Spectrum as well as Corrine's considerable assets?

Ms Russell's digitised pixels play Vixen, the only human left on the planet of Granath. Raised by foxes, she has vowed to her once great forefathers to avenge their deaths by wiping out the tyrannical dinosaur empire which has slowly but surely taken over the planet. How though, I hear you cry, can such a raunchy wench as our heroine liberate a planet as infested as Granath? That one's up to you, matey! Fear not though, mere gameplayer, for Vixen has a formidable arsenal (and there's not much wrong with the rest of her, I can tell you!) at her disposal. At her side swings a whip (say no more...), which comes in very useful for giving the dinosaurs a bad time. Standing, jumping, or crouching, Vixen can destroy the scaley beasts with a crack (or two) from this most daunting of weapons.

The playing area scrolls right as Vixen makes her way towards the end of a level before her limited time runs out, more than a bit like *Thundercats*. Certain bits of scenery can be whipped to reveal gems which score vital extra points, extra lives, extra time, or "fox time." When Vixen has enough of this fox time under her designer leopard skin at the end of a level, a dramatic metamorphosis takes place, which transforms our luscious heroine into a ginger animal of canine descent (like a Fox, but we don't want to confuse you with all these buxom blonde girlies!), which immediately bolts to safety underground. These subterranean fox levels are guaranteed 100 percent dinosaur-free, and their purpose is as a bonus level. Playing against the clock, Vixen, in fox form, runs and bounds through this scenario, picking up gems, mega gems, (which increase your scoring potential above ground), and mega whips, which give you added destruction power, letting you kill even the most stubborn of dinosaurs with one fell swoop. Once fox time runs out, Vixen returns to her normal, much more delectable self.

Vixen loads in three parts, which slows down the gameplay fractionally. It's funny, but you never realise how much sound FX, tunes, and the like affect a game's overall playability until you come across a game which doesn't have any at all — the sonics are only noticeable through their absence. The pleasantly burbly tune and FX on the 128K version add a considerable amount of appeal.

Vixen's best bits are purely graphical — the animation on the main character is beautiful, and the fox, although a little on the weeny side, moves superbly. The rest of the graphics suck — they might have looked worthy in 1984, but now they're quite the opposite. The game plays fairly slowly, and you have to battle your way through a sizeable number of nasties to get anywhere. Whipping dinosaurs in the right places requires a bit of nifty fingerwork, a bit of luck, and a lot more concentration! In short, it's not astoundingly difficult to play or hard on the eyes, just plain hard work. You have to go through a lot of hassle before you get any rewards.

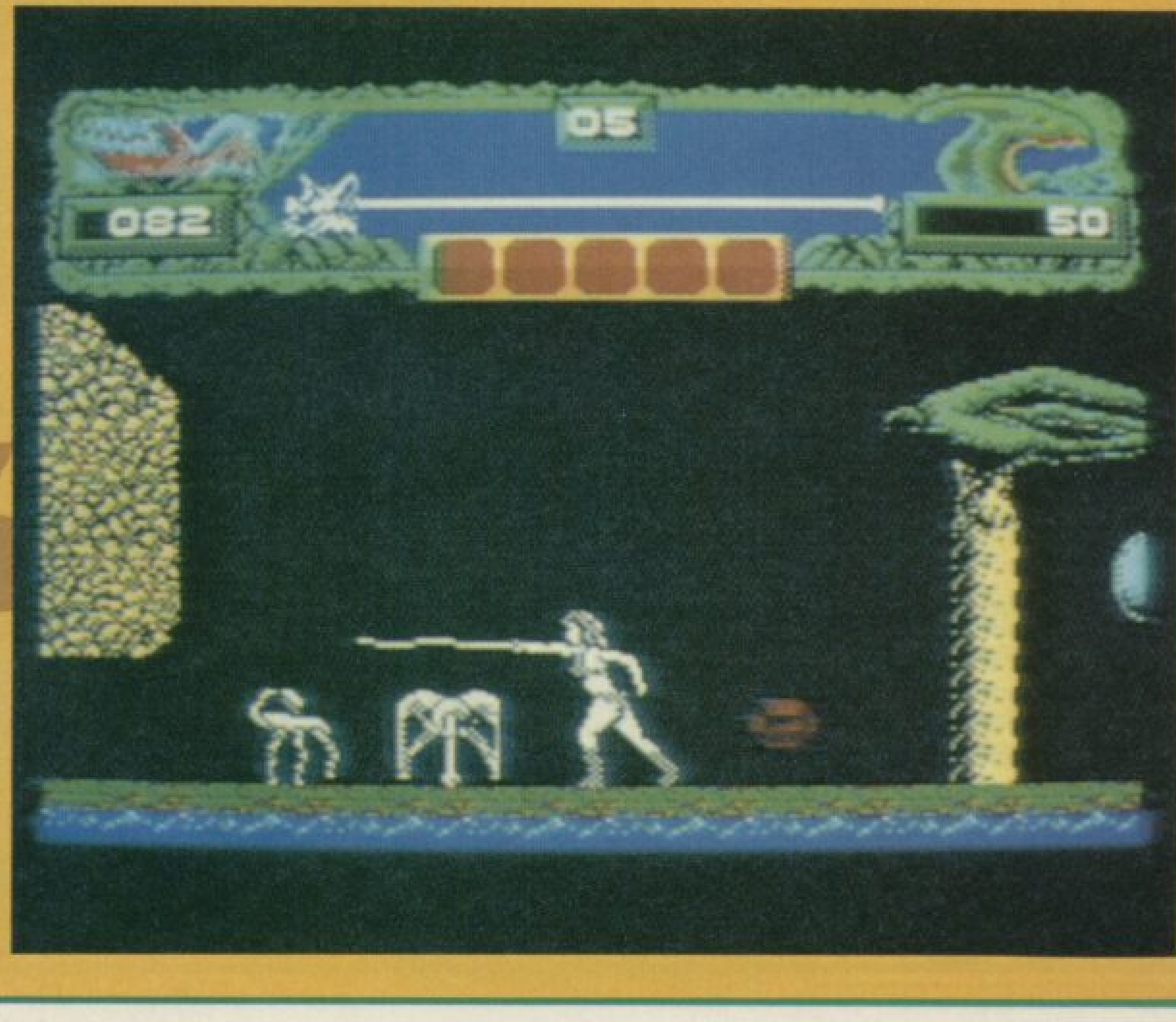
Simply fighting off dinosaurs, jumping over holes, and occasionally belting through the bonus level isn't likely to be enough to keep most hardened gamers playing for long. If you're looking for a straight forward bit of violence (should that be whip 'em up?), then *Vixen* is the one for you — if it's thought-provoking compulsiveness you're after, then look the other way.

YS CLAPOMETER

Looks all right, but this rumpyish runaround is less enthralling than it might've been.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6




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YS ADVENTU

All hail to **Jonathan Borer** of Chorley, for being good enough to send me a much-awaited solution to *Blizzard Pass*, something I've been pleading for on bended knee from you lot for what seems like years. Jonathan's the first to come up with the goods so he has been duly rewarded, and now all those *Lost Souls* who've written to me in the past about this game needn't be lost any more. I may even do a freebie of this solution, though I hesitate to mention it after being swamped by requests for my last offer of a *Rigel's Revenge* mini-freebie.

Some help on *Blizzard Pass* to be going on with. Too dark to see? TI ENIMAXE DNA KCOR DNIF. Sword too hot? TI TEW. Need a plank? LLEW A DNIF. Stuck on a ledge? ERTPECS EVAW. Yeti a problem? LLEY DNA EHCNALAVA EKAM. Can't get across canyon? MIWS. There, that should keep a few people quiet for the moment, like **Peter Hanson** of Co. Durham.

A letter from adventuress **June Rowe**, in which she sings the praises of Linda Wright's new game, *Cloud 99*, which unfortunately I haven't had space to review yet. It looks good, too, so if you're interested it's available from Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG at £2.95, for which you get a 48K version and a much expanded 128K version on the same tape. June says: "I hope you've played *Cloud 99* by now, and I also hope you enjoyed it as much as I did. Did you solve the cockerel problem? I thought that was lovely! Also, Jack Lockerby is about to release another delightful game called *The Enchanted Cottage*. At the moment I'm trying to solve *Demon From The Darkside*, so do you happen to know how to get past the demon guarding the cave at the end of the tunnel?" The answer to that one is HCROT ENIHS. The name gives a clue, if you remember that it's a Shadow Demon.

Roy Lake of Dagenham is having problems with *Jack The Ripper*, which I gather has now been withdrawn by CRL while they correct the bug in Part 3. Roy's trouble lies in the first part, though: how to get out of the apartment with the pictures? Now I shall say zis only once, but I shall say it forwards, so kindly avert your gaze if you don't want to read it, my little pumpkins. If you move 'The Exaltation of Lucifer' you'll find a safe, then examine the fireplace to find the dolls and examine the dolls closely. Then you get the French doll and behead it...and take it from there. Roy also asks about *Play It Again, Sam*: "How do I get into the apartment after entering the lift?" The answer: ROOD YMMEJ. "How do you get out of the house in *Frankenstein*?" TIAW DNA NWOD TIS. "How do you get out of the desert in *Rigel*?" SPETS ECARTER.

Chun How Tang from Birmingham, both offers some help and asks for some on *Excalibur*. To cross the chasm: ELOP ESU DNA REDDAL KAERB. The trapdoor? EXA HTIW TI HSAMS. The help needed is firstly how to deal with the ice monster (TI TA TLAS WORHT) and how to get past the rockworm (TI EDISEB NEHW PMAL THGIL).



Allan Forsyth from Norwich is having trouble with *Dodgy Geezers*. Well you've come to the right person, Alan. Where is the book on sewers? TI ROF NAIRARBIL KSA. Do you need to lift the sewer cover in part one? OWT TRAP LLIT TIAW. Where can you find Soapy after he leaves the nightclub? ENO TRAP FO DNE TA YELLA NI.

Allan also offers to be a bit of a *Kind Soul* as he has solutions to *Inspector Flukeit* and *Football Frenzy*, available for 10p plus sae, and to *Knight Orc*, at 20p for part one and 30p for parts two and three combined, again plus sae. Write to 18 Newmarket Road, Cringleford, Norwich, Norfolk NR4 6UE.

Also from Norwich, **Ben Allard** signs his letter 'Yours Sinclairly (joke).' Good job you told me, Ben, otherwise I might not have laughed! Ben asks what the pool of acid is for, where do you dig and how do you get past the crocodile in *The Golden Apple*? First drop the 'stone in the pool, then pull the plug and get what's there. The crocodile needs feeding — fishy business, that. Finally you dig: RODIRROC TFOS EHT NI. Right, the bill's in the post. Kindly settle up by the end of the month.

The Rochdale Balrog wants to settle up with me for asking if the free ferry-ride in *Golden Eggcup* was an adventure first. No, says the Balrog, as there's one in his game of 18 months ago, *An Everyday Tale Of A Seeker Of Gold*, where you just have to wake up the ferryman to take you across the river, and you can do it as often as you like, and for nowt! The Balrog dares to suggest that the only reason I couldn't remember was because I didn't get that far in the game! What a cheek! Why, I got as far as . . . as far as . . . erm, next letter please.

Jan Matulewicz from Sheffield asks for help on *Snowball* and the answer to any question I'm asked about Level 9 adventures is usually to write to them for one of their clue sheets. Anyone with a legitimate copy of the game can do that, so to help discourage piracy I suggest that you do it!

Thing is stuck in the tar pit and **Jason Bees** is well and truly stuck in the *Fantastic Four* adventure till he can get him out. This is one of those very tricky problems, so though I've mentioned it before I'll mention it again, and in full detail. Start as Torch, go into the shack and get the candle, then fly to the tar pit and give the candle to Thing. Leave the pit and FLAME OFF. Then SWITCH to Thing. Hold your breath, WAIT 15, WAIT 10 and feel around until you feel machinery, then hit the machinery. That should get you started.

Edward Farrow is 'on the verge of despair' in Brentwood, mainly because he keeps getting killed by mutated dogs. In *Rigel's Revenge*, that is, not in Brentwood. Once you've given the bone to the thin dog, just go HTUOS-HTRON.

Mike Collins from Blackpool is equally desperate and says "Please someone out there HELP!!" I think it may be too late — Mike's letter's dated March 1987, but as I only received it in May 1988 I think the date might have been slightly wrong somehow. No wonder he can't find a disguise to get out of the bedroom in *Jack The Ripper*, he

ILLUSTRATION: ANTHONY COLBERT

RES

doesn't even know what year it is! It must have been all that slap and tickle he gets when he tries to take the maid's clothes off. Naughty! Anyway, the disguise is easy enough: EVAHS TSUJ. You also need to lock the door to delay the arrival of the police, though.

David Pullin is both a *GAC*er and a Hacker. He's using *GAC* to write adventures, but also programs in both Basic and machine code. He says his main problem is in coming up with original problems and ideas, but that doesn't stop him enjoying programming the games. What he wants to know is how to go about text compression in his own routines. If anyone can help, contact David at 3 Beacon Road, Shevingtonmoor, Standish, Wigan WN6 0SB.

Next in line is the **Invisible Man** from Inverness. This reader's letter had no date, name or address on it, and an Inverness postmark on the envelope, but as he thinks 'your mag is brill' I suppose I'd better help him. How do you wear the suit in *Necris Dome*? Well, try spraying it instead of wearing it, and save the wearing for the shell later on. For that you just LLEHS RAEW but you have to LLEHS ENIMAXE first. As for just telling you how to finish the game — what's the point of you buying it if I finish it for you? (That's my excuse anyway).

Matthew 'Wehttam' Conway writes yet again with his usual tips for *Lost Souls*. For James Magee in *El Dorado*, he says, you shouldn't have to kill the python, and for John Docherty in *Frankenstein*: "Don't pine for the bear at eight feet!" Hmm, some kind of cryptic clue there. Wehttam also recommends the computer-run play-by-telephone game, *Castle Mammon*. He gives it 10/10 for atmosphere, and says 'the sound effects are what really make it great.' Not to mention the phone bills, I suppose. Anyway, if you want to try it, then send an A5 size sae for your free adventurer's kit to FIST, Computerdial Ltd, PO Box 530, Kensington High St, London W8 5NP. And the person to complain to if you don't like it is Matthew Conway, 1 St George's Terrace, Station Road, Lambourn, Berks RG16 7PW.

And finally an interesting letter (unlike Conway's), from **The Adventurer Kid**, alias **Ronnie Karim** of Glasgow. Ronnie says, and I quote: "If you can answer these questions I'll eat my hat!" Right, here goes. How to get the mine in *Rigel*: concentrate on avoiding it, not getting it. Where's the thin branch to paddle the canoe in *Apache Gold*? In the place where you find the rope, just HCNARB POHC DNA PU OG. The password in *Book Of The Dead*; GNIHTEMOS. Hope the hat tastes nice. I'd recommend salt and lashings of vinegar to make it chewy. Do send us a photo of you eating it, and I'm sure the Ed will find space to print it!

news

Venture forth with Mike Gerrard

• Nine for the price of one! That's what Level 9 will be able to do from now on, as it's just come up with a world first which allows it to use the same disk for three different machine versions of the same adventure. Phew! First out is *Time And Magik*, with one 3" disk containing all three parts of the game for the +3, as well as the Amstrad CPC and Amstrad PCW. Several companies have put two versions out on one disk, but only by putting one on each side, as of course the disk format is different in each case. Level 9 has cracked that problem though and side A of this clever disk will contain the program for all three machines, with special machine-specific 'drivers' and side B will bulge with compressed piccies. Those piccies mean that +3 owners are again one step ahead of other Speccy owners, whose versions of *Time And Magik* are text-only. "Producing a multi-format disk in this way is technically quite difficult," comments Pete Austin. You can say that again — which is why no-one's managed to do it before. "The Spectrum +3 version has graphics, multi-tasking, RAMSAVE and UNDO commands, plus a command-recall for editing if you type a word wrongly. If anyone buys the +3 version of *Time And Magik*, they'll also get full instructions explaining how to convert the PCW/CPC versions of some of our earlier titles, to run on the +3. Rainbird may be releasing +3 versions of *Jewels Of Darkness, Silicon Dreams* and *Knight Orc*, it doesn't know yet, but anyone who gets *Time And Magik* would, in any case, be able to buy the Amstrad CPC/PCW versions of those games and convert them themselves."

Gnome Ranger is also now out in a +3 version for £14.95, and I know it works because I've just run it on a PCW *and* a +3 to check! You can expect *Gnome Ranger II* to follow on the same lines.

• I'm always happy to give a plug and a bit of encouragement to fanzines and clubs, or at least those sensible ones with an interest in adventuring. Such a one is the International Belfast Spectrum Club, which would welcome any new members in the Belfast area, or from anywhere else if you've got a Belfast connection. One existing member, David Haggarty, has already published a 128K adventure called *Monster*, which I thought was very promising, and given a bit more space I'd have liked to review it. Details of this game, and the club itself, are available from George St. Clair-Gunn, 10 Bentinck Street, Belfast 15, N. Ireland.



• I'm sure you've all read in the papers about the computer Virus that's been affecting all those poor Amiga owners — like *Phil Snout*, hem, hem. Well now it seems that there's a similar one around that only attacks Spectrum adventures. What do you mean, you don't believe me?! It's true, it's in the latest adventure from the ever-enterprising Spectrum Adventure Exchange Club. The game's called, astonishingly enough, *Virus*, and it can be yours for a mere £2.99. But that's not all, folks! With every copy of *Virus* you get an entry form for a competition that's running, in which you can win a Spectrum +3 or £200 in cash. Closing date is 21st November, so there's plenty of time to get mapping and solving, and first one out of the hat with a successful entry form wins the prize. If a +3 isn't temptation enough then everyone who buys the game gets a £2.50 voucher to use in the SAEC, and everyone who solves the game can expect a mystery prize worth £5.

Virus is a *PAW*'d game which guarantees no mazes and no ▶

sudden deaths! It uses (*AW*'s text compression to use up all but seven bytes of the micro's memory. Programmer William Young said he was tempted to put in a seven-letter word somewhere but he couldn't think of one! I've had a quick look at it (only a quick one as I'm barred from entering 'cos I've been given a crib-sheet), and it seems to be the usual well presented and well written SAEC game, starring its very own Time Lord, Dr Goo. If you haven't sampled SAEC before, this seems as good a time to start as any. It's one *Virus* I hope spreads very quickly, so get your order in to SAEC, 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT.



• In the May issue I mentioned that MiniMicro Software of Basingstoke was going to be releasing a few titles, among them *The Soul Hunter* and *The Forgotten Past*, both written by Trevor Whitsey and reviewed and praised in my adventure pages last year. Trevor has asked me to point out that both games are in fact, still available from him at 1 Furber Court, The Arbours, Northampton NN3 3RW, and not through MiniMicro.

• This next bit of news is pretty basic, *BASIC* being the name of a fanzine I mentioned a few months ago. It's proving to be very good on the adventure front, in the capable hands of John Docherty. Each issue carries about three adventure pages, including the wonderfully named 'Gargoyle's Guide To Adventuring Into The Unknown, (or Don't Get Caught In The Goblin's Dungeon With Your Trousers Down).' The next issue of *BASIC* promises to include an in-depth, probing, revealing interview with ... Mike Gerrard! It's sure to be fascinating stuff so make sure you get a copy from editor Kenny Jarman, The ZX Spectrum Club, 18 Polar Close, Biggleswade, Beds SG18 0EW. And if they'd told me how much it cost I'd be able to tell you, but they didn't so I can't.

JEKYLL AND HYDE

Today we announce a small sensation on the adventure pages of *Your Sinclair* — the first ever (I think) 10/10 mark, for the text of this *Jekyll And Hyde* adventure. But what else could you give it when the original's written by Robert Louis Stevenson, who's a cut above most adventure-game authors, and his words have been brilliantly adapted by Essential Myth to produce a great Gothic adventure that outdoes *Dracula, Frankenstein* and even *Jack The Ripper.*

I had an exclusive preview of the first part of this three-parter back in the January issue, and now that the whole game's done, it more than lives up to the high expectations I had of it — and of the type of adventures we'd see written using Gilsoft's *PAW* in the hands of capable programmers. First a note about the different versions. The 48K version which I played, comes in three separate parts, a password being earned at the end of each part to enable you to load in the next one. The 128K tape version will also come in three parts, each one being expanded to the full capacity of the bigger machine. The basic game will be the same but there'll be more location graphics, more examine messages, extended text, more sophisticated non-playing characters and alternative ways of solving puzzles. The +3 version will be identical, just bunged onto a disk. All come with a 16-page booklet introducing this 'Gothic Nightmare'.

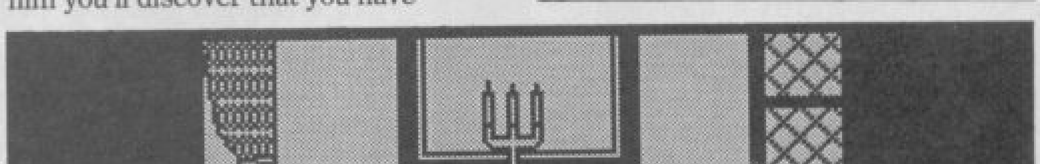
The nightmare in question is that of the mild-mannered Dr Jekyll who, by the end of the first part, should have concocted a potion that turns him into the evil Mr Hyde who stalks the streets of London by night. Part two begins with your butler Poole ushering your legal friend Mr Utterson into your study — that's if you want to see him. Part of the game is in deciding which course of action to take sometimes. If you see him you'll discover that you have decided to change your will in favour of one Edward Hyde. A glance at the last page of your diary, written on the fateful night that ended part one, refreshes your mind, "I know now my wildest suppositions are fact and I am filled with a deadly fear. Yet what can go amiss? None can pierce the impenetrable mantle of my safety — let me but escape to my laboratory and, whatever he has done, Edward Hyde will pass away like the stain of breath upon a mirror . . . There is but one worry on my brow — I must ensure that Hyde can benefit from my will, should the unthinkable occur."

The subsequent transformation from Jekyll into Hyde is accompanied by a transformation of the typeface too, into a Gothic font that's a bit tricky to read but seems appropriate as Hyde walks the foggy Victorian streets — through Soho and even into a gaming club where a hand of pontoon might net you a few more pounds. (And if that doesn't show you how versatile *PAW* is then nothing will convince you!)

Sometimes the game can be a bit tricky to play, as it's very sequential in design and you can wind up wandering round totally lost with no alternative but to start again or load up an earlier saved game to see if there's something of significance that you missed, or if a different decision might help you progress. But when things start to go right the story really bursts into life — I reckon you ought to burst into life and buy it right now.

Graphics	
Text	
Value for Money	
Personal Rating	9

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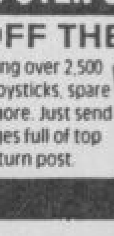
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MINDFIGHTER

The French prophet Nostradamus, way back in the 16th century, predicted that towards the end of the 20th century there would be a massive world war, beginning somewhere in the Middle East. In view of recent events between Iran and Iraq, and the fact that several of Nostradamus's prophecies appear to have been uncannily accurate, there must have been times during the writing of *Mindfighter* when author Anna Popkess, was more than a little worried!

Mindfighter began as a book, and this is included in the handsome packaging. It's 150 pages long, acts as copy protection, and unlike many 'books' that come with adventure games it's worth reading in its own right. Also in the inch-thick box you get a Players Guide, a poster — and of course the game itself, which stretches to four parts. There are both 48K and 128K versions — the smaller one loses a few graphics and the OOPS command, but it does have a RAM SAVE feature so that's not too bad. A +3 version is a possibility, but it hasn't been decided yet.

The hero of the adventure is an 11-year-old boy named Robin, with para-psychological powers. During experiments in present-day Southampton, he projects his mind forward in time to discover that the city has been devastated by a nuclear holocaust — some people might wonder how he was able to tell the difference! In fact, the programmers have taken photos and video images of parts of Southampton and digitised them to provide some of the graphics. The Spectrum graphics are terrific, among the best I've seen on the machine — they're done in black and white with amazing accuracy, especially when seen on a good monitor.

The game begins in this post-nuclear world, where Robin's existence is as real as if he were actually there, though in fact he's also reporting back on what he sees and what he does, to the scientists in Southampton. He must first survive the horrors in which he finds himself, gather as much information as he can, and, if possible, travel back to the present-day in an attempt to prevent the war from happening. One of the standard science-fiction stories, but this time mixed with thriller elements, para-psychology, political relevance — and all ideally suited to the adventure game.

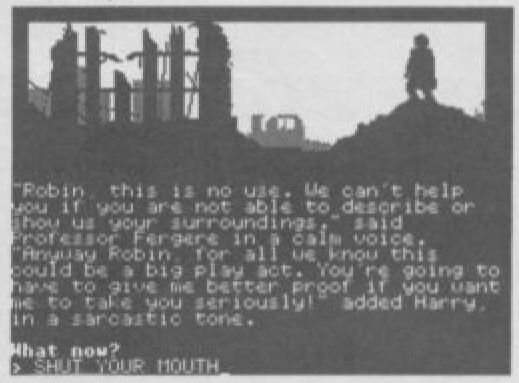
The reality of a world shattered by a nuclear war has not been ignored in the text of the game. As you begin, 'Charred rubble wasteland stretched away all around Robin. Atop a mound of shattered concrete slabs, he gazed northwards across the distant blackened landscape. Behind and to the east of him he could just make out the fallen remains of some high-rise flats.' And later on in the game, as Robin picks his way round the city to the Bargate, he comes across a man being punished for theft by one of the System Guards who are now in control — 'Knowing what the penalty for stealing was, the accused held out his shaking hand. Slowly, with a blunt knife, the guard began to saw the man's hand off . . .' You can see why Anna and collaborator Fergus McNeill decided this wasn't exactly Delta 4 material!

As well as more typical adventure problems, *Mindfighter* also challenges you to survive the real-life problems that you would face when trying to survive as an outcast in this fascist state. You must find shelter at night, find safe food and drink to build up your strength, and avoid the guards unless you feel strong enough to attack them. Combat fans will enjoy this part of the game, and even though I don't like fight sequences, the ones in *Mindfighter* worked well, and in fact added to the believability of the whole story.

There are many more people wandering around the game, some of them rather friendlier than the guards! Daryl is a large man in his twenties, bulky and strong but sadly he's slightly retarded. A kind act to him might reap rewards later. There's also a teenager called Robert, though I've yet to discover how friendly or otherwise he might be — he's happy to take everything I've given him so far, but I haven't got anything out of him yet! These characters go about their own business, and a big chunk of the program is given over to controlling their actions. Just like Robin, they have their own physical and emotional states, the guards have their various strengths, but much of this is invisible to the player and goes on behind the scenes in the program.

Everything has been done to make the game as playable as possible. If you just press ENTER at the prompt, you bring up a control panel of icons in the graphic window. Use the cursor keys to flip the pointer around these and choose your options: text/graphics, printer on/off, music on/off, verbose/brief descriptions, OOPS, status, quit, SAVE to RAM/disk/tape and LOAD. A final icon returns you to the game. In no time at all you find your way round these and can switch between them and save your game in a matter of seconds.

As for that content, it seems to me to be one of the most exciting adventure releases for some time on any computer, not just the Spectrum. It's a serious thought-provoking game, which draws you into the reality of the world it tries to create so that you *do* feel like you're down there on the ground living it, not merely playing a game. I know I've raved about several Spectrum adventures lately, but I make no apologies for that as advances on 16-bit machines and in programming techniques are filtering down to benefit the adventures now available in the 8-bit market. It's a Golden Age for Spectrum adventuring, and anyone who says otherwise will be sentenced to playing with a Vic-20 for the rest of their days.



Graphics	■■■■■■■■■□
Text	■■■■■■■■■□
Value for Money	■■■■■■■■■□
Personal Rating	■■■■■■■■■□

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FAX BOX
Title.............................. *Mindfighter*
Publisher Abstract Concepts, c/o Mediagenic/ Activision, 23 Pond St, London NW3 2PN
Price.............................. £14.99

EXCLUSIVE *YS MINDFIGHTER* COMPO

To celebrate the release of *Mindfighter*, the adventure written by Anna Popkess and programmed by Fergus McNeill, we've got a terrific compo which every adventurer will be clamouring to enter. ('Clamour-clamour-clamour' — see, they're at the door already!) Thanks to Abstract Concepts (that's Anna and Prince Fergie), and to Mediagenic/Activision, distributor of the game, we've got ten copies and twenty posters to give away. And thanks to me (who thought of it), these are not any old copies and posters, these are all signed by Anna and Fergus themselves, in their best hand-writing.

All you have to do is answer a semi-simple question, fill in the coupon, and send your entry to the Mighty Boggling Mindfighter Compo, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE. The ten first prizes will be copies of the Spectrum version of *Mindfighter* plus a poster, and the ten runners-up will win, once they've stopped running, a poster to put on the wall and maybe even frame. The artwork by Mark Wilkinson is brilliant, and a signed version will no doubt make your friends drool with envy — just make sure they mop up the drool afterwards, that's all.

You might have to do a bit of research to answer the compo question . . . so get to it! And don't forget, your entry must reach Castle Rathbone by August 31st, or you'll most definitely be out of your *Mindfighter*.

FERGUS IS NOW ABSTRACT

When invited to have a chat with Fergus McNeill and Anna Popkess, I don't need asking twice. So off I went, to be met at Southampton, which was appropriate enough as that's the setting and the 'inspiration' for *Mindfighter*, the first adventure on their new Abstract Concepts label. Not that Southampton should be too flattered, as the game takes place in the aftermath of a nuclear war — and looking round as we drove through the city centre, I could see the resemblance.

Fergus was a bit preoccupied in the front of the car, delving into a jiffy bag he'd just collected from the Red Star office at the same time as he collected me.

"Don't mind us being excited," he said, "but these are the masters of some of the versions of the game."

Back at base in the Hampshire village of Swanmore, with tea and biccies from Fergus's mum, we loaded up the Spectrum version — another *YS* first, being able to look at the finished game at the same time as the programmers *and* before it goes off to be duplicated. And it worked, to everyone's relief. It looked excellent too, but you can read all about that in the review.

After being introduced to the company's newest recruit, Anna's brother John (and to the hamster, Baldrick), I was dragged protesting and screaming to the local pub and forced to eat and drink and talk adventure games. Oh, the sacrifices I make for you readers. I began by asking what Fergus was up to with Delta 4.

"Anna's looking at me seriously," he said. "I'm working for Abstract Concepts today and not supposed to talk about Delta 4."

"Oh go on, just a bit,"

"Well . . . alright then. Not that there's much to tell you. I've got one or two projects on the go, but I don't want to talk about them too much as I'm looking round for someone to publish them. There are a few hassles with someone, but that's all I can say."

Back on the record, I asked Fergus about various games I'd read about, like *The Smirking Horror* and *Beastenders*.

"I don't know where *Beastenders* came from. I suddenly started reading that I was going to be doing a soap-opera spoof. It was news to me! But I am doing *The Smirking Horror*, and the joint-project between Delta 4 and Level 9 is still being worked on, but more than that I can't talk about. But there will be more Delta 4 games, maybe in a few months' time."

One thing that's been keeping Fergus busy has been the new adventure-writing system, SWAN, which was programmed at AC's request by Tim Gilberts of *Quill* fame, though Fergus was also very much involved in the design of the program and in tailoring it to suit the needs of both Delta 4 and Abstract Concepts.



Meanwhile Anna was working away on the *Mindfighter* story, having discovered what adventure games are about through meeting Fergus. Before then, she and computers hadn't exactly got on very well together. In fact they still don't. She's a walking Virus, and only has to touch the keyboard of a machine that's been behaving itself, to cause it to crash instantly. At school she used to walk out of lessons where the computer was involved, till it got to the stage where one of her teachers would warn her the week beforehand if the computer was going to be used, to give Anna time to come up with a decent excuse for skipping the lesson.

This didn't stop her coming up with one of the best adventures I've seen so far this year, but you can read the review of that elsewhere this issue. What you won't be able to read anywhere else yet is news of the next few Abstract Concepts releases. These are almost complete, with some final touches being put to the graphics. First out will be *Goodnight Cruel World*, a great title which Fergus came up with before there was even an adventure to go with it. But now there is, and this has also been written by Anna.

Goodnight Cruel World is set towards the end of the 20th century, and features a computer operator, John Schultz, whose girlfriend Val walks out of their apartment in New York's Chinatown area after a row. She vanishes, and the police suspect John. This is bad news for him as by this time New York is a police state, as it tries to clamp down on gang warfare and drug-dealing. John begins a search for Val to prove his innocence, and this leads him to uncover all kinds of crime and corruption in the Big Apple.

Despite her disastrous relationship with computers, Anna has included all kinds of hi-tech gadgetry in the next adventure.

"I've got one or two contacts," she says, "who've been able to advise me on what is likely to be available at that time. In the home you'll have hands coming out of the wall to light your cigarettes, little robots scurrying about the place, all that kind of thing. We want our games to be based in reality, rather than the fantasy world of so many adventures, and a lot of thought and research has gone into them. My favourite subject is history, and I read a lot of non-fiction generally, and having done science subjects to 'A' and 'S' level I've got quite a good knowledge of that, too."

Following soon after Anna's game will be one written and designed by her brother, John, and that'll be called *Parisian Knights*. This one deals with the adventures of a French secret service agent between the two world wars, named Monsieur Phillip Grouchy. He's the star of this spy thriller which should be out before too long — provided Fergus can drag John away from playing *Fighter Pilot* for long enough to get on with it!

Mind you, they also have to drag Fergus away from his keyboards — the musical variety, that is — where he plays away for hours on end, under the pretext that he's writing the music for the Amiga version of *Mindfighter*. Some of this has been recorded on his Amstrad home studio, and sounded pretty good from what I heard of it. Moody and haunting stuff.

I also got a glimpse of *The Smirking Horror*, so can vouch that it really does exist. Fergus is developing it on the Amstrad PCW, and showed me some of the graphics screens that he's done so far. "Yes, that is a rabbit sitting in the turret of the tank, but don't worry about it."

I didn't. Instead I prised a precious copy of *Mindfighter* out of them and went back home, eagerly looking forward to playing, for myself, what looks like one of the best adventures we're likely to see all year. And looking forward to the promised exclusive look at the next Abstract Concepts game.

YS COMPO

The French prophet Nostradamus died in which year?

1) 1556
2) 1566
3) 1666

Name ....

Address..

....

.... **Postcode** ....

Send your entry to, The *Mindfighter* Adventure Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

PROGRAM PITSTOP

Your name please? *David McCandless.* And your specialist subject? The contents of this month's *Program Pitstop.* Correct!



Hello, good evening and welcome to another edition of everyone's favourite programming column. This column gets better and better every month and why shouldn't it? It's simply the best. But enough of this self-appreciation and on with the show . . .

This month we have an absolutely brilliant *Sprite Editor* by **Simon Owen**, and then the second instalment of our star-routine series by **Neil Hopkinson**. After that, check out the energy, tears and hair saving utility from **Tom Baker** himself. And finally, there's Star Tip numero 11 from his programmingness **Andrew Whittaker**. Good show eh?

Don't forget, folks, keep those contributions coming. And just to show how much I appreciate them, each routine printed wins a game, and the best routine printed each month receives a cash reward of £50! Mega-wow-wows! So don't delay, mail today. The name is David McCandless and the address is Program Pitstop, *Your Sinclair,* London W1P 1DE. Be here or be squeere! (*What? Ed*).

SPRITE EDITOR

by Simon Owen

It's been ages since we had a sprite designer, and out of the lot that I've collected **Simon Owen**'s really caught my eye (ouch!). Why did it catch my eye, you may ask? Because it's utterly and totally brilliant of course. For an amateur attempt, this program is distinctly professional. It's really, really, *really* good and well worth the 2682 bytes of typing.

"The Editor is a 100 percent machine code, high quality, user-friendly, graphics utility, which has many extra features to make designing and editing easy and enjoyable," says Simon and I couldn't have put it better myself, so I haven't!

Got the message? Good, on with the show . . .

Method

As normal, type in the endless list of hex using the Hex Loader. The code begins at 25000 and is 2688 bytes long so save it with SAVE "editor" CODE 25000,2688. Then just RANDOMIZE USR 25000 to get it running.

What's What

After running, the following is shown on screen:

- the current examine address in the top left (initially 27904)
- the current sprite (actual size), in the top right
- the current mode in the bottom left (VIEWING, EDITING, SAVING, or LOADING)
- the magnified sprite in a grid (you can't miss it!)
- confirmation instructions between the viewing window and the current address (in all cases, answer either "Y" or "N")

Viewing Mode

The *Editor* works in two main modes. Viewing mode is used to search through memory to locate sprites or to find a free space:

Q — Increase by window width
A — Decrease by window width
O — Increase by 1
P — Decrease by 1
W — Increase by window size
S — Decrease by window size
H — Decrease by 1000
J — Increase by 1000
E — Enter EDIT mode
ss — Return to Basic
G — Toggle grid On/Off
L — Load file (headerless)
K — Intelligent save (saves what was last loaded)
F/T — Window copy
F — Move to window to be copied
T — Move to place to be copied
9/0 — Save block
9 — Move to first character
0 — Move to last character
1,2,3,4 — Change grid width

Editing Mode

The other mode is the mode for changing or designing your own sprites:

Q — Cursor up
A — Cursor down
O — Cursor left
P — Cursor right
M — Set/Reset pixel
Z — Return to VIEWING mode
I — Invert window
V — Flip vertical
B — Flip horizontal
C — Clear window
7 — Scroll window up
8 — Scroll window down

And for this superb contribution, Simon receives a cash reward and a free game of his choice.

The Code

Mammoth, but worth it if you're serious about graphic design or game programming.

```
25000:3E08326A5C3A485C=540
25008:3239673A805C323A=609
25016:6721004011014001=283
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25032:5811015801FF0236=506
25040:38EDB03E07D3FEAF=1178
25048:CD011621A06BCD5D=826
25056:6906647610FDCDA0=976
25064:66CD8B663EC33210=919
25072:633A2C67A7171717=540
25080:17323867AFD3FE3E=934
25088:0732485C32805C21=537
25096:976ACD5669CD6366=1059
25104:3A6366A7280406FF=731
25112:10FECD0C65767676=942
25120:3E7FD3FFDBFEE602=1360
25128:201A3A3967324B5C=490
25136:3A3A67328D5C3A48=632
25144:5CE6380F0F0FD3FE=888
25152:C06800C93EFBD3FF=1305
25160:DBFEE6042006CD7A=1072
25168:67C3F1613EBFD3FF=1355
25176:DBFEE6022006CD67=1051
25184:69C3F1613EBFD3FF=1357
25192:DBFEE604200C3A41=874
25200:67A72006CD8769C3=948
25208:F1613EBFD3FFDBFE=1530
25216:E6082002A2A6711=487
25224:EB0319222A67CD0C=656
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25240:10200E2A2A6711E0=498
25248:03ED52222A67CD0C=718
25256:653EFDD3FFDBFEE6=1585
25264:0820203E1032DA62=516
25272:21C76ACD56692A2A=818
25280:67223467CDA0693E=824
25288:200721E16ACD5669=1007
25296:C3F1613EF8D3FFDB=1531
25304:FEE6FF204B21D46A=1197
25312:CD56692A2A672236=671
25320:67CDA0693E20073E=944
25328:21321063210B6BCD=554
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25360:C3F161CD506A2A34=1031
25368:67ED5B36673A3867=805
25376:4F0600EDB0C3E961=1023
25384:3EFBD3FFDBFEE601=1483
25392:20103A2C674F0600=338
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```

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25472:6366CD6366CD506A=1011
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25488:FEE60120123A2C67=740
25496:FE01280B3E01322C=463
25504:67CDBB66C3F1613E=1192
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25520:123A2C67FE02280B=530
25528:3E02322C67CDBB66=755
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25704:E32D3E20D721086B=732
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25720:2806FE4E281418F3=705
25728:2A3F67E5ED5B3D67=929
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26040:CD4D6A212C68CD56=863
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27104:4FF110F879C1C92A=1141
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27264:BFED5118EC060576=898
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27280:320C190D00FFFF10=626
27288:0711021301161500=89
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27320:120145444954494E=464
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27344:4F4D204010001107=292
27352:160207544F202020=290
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27376:4552494E47401007=460
27384:1102130116000720=100
27392:2053415649 4E4720=520
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27448:5245535316020010=357
27456:0011072040161500=163
27464:1000110513011201=77
27472:534156494E47204D=565
27480:4F44451000110020=281
27488:4016150010071101=148
27496:130112014C4F4144=327
27504:494E47204D4F4445=547
27512:4016011310001106=145
27520:130156494557494E=486
27528:471602135749 4E44=420
27536:4F57100711021301=228
27544:1201201100120040=150
27552:1000110713001200=77
27560:5752495454454E20=589
27568:464F522010071102=305
27576:1301120159531000=227
27584:1107130012002042=159
27592:592053494D4F4E20=543
27600:4F57454E40100711=417
27608:021301161510 7F20=240
27616:313938372F382053=435
27624:2E4F57454E2E4008=477
27632:0C06FFFF060C0BFF=809
27640:818181818181FF16=1051
27648:0107110210071301=70
27656:202020434C454152=455
27664:2020201602072020=191
27672:57494E444F572020=536
27680:2040000000000000=96
27688:0000000000000000=0
STOP
```

Yes, the routine that doesn't ruin your appetite (though it might make you feel space-sick). Here as promised last month is a four directional, 3D, interrupt driven, sit up and beg star routine, courtesy of a very able **Neil Hopkinson**. And what's more, the whole program he's sent in is self-contained, which makes my job easier and your job simpler.

MILKY WAY

by Neil Hopkinson

Points

Ouch! They're sharp. Nope, seriously folks, here are some points I feel I must make concerning this fabbaroony routine:

1. If you've got a 128K, ask yourself why and then remember to use this program in 48K mode *only*.
2. Printing, clearing the screen, or making funny noises is not recommended while this program is running, unless accompanied by a responsible adult.
3. The program uses Interrupt Mode 2, so interrupts should not be disabled.

They were the warnings and now for the hi-tech, brain-blending info:

a) The 45 stars are stored from 64376 to 64468 in the format: X co-ord, Y co-ord.
b) The code starts at 64000 and is 512 bytes long.
c) To get the stars going, either use a korma curry or RANDOMIZE USR 64000.
d) To stop the stars going, either use a bung or RANDOMIZE USR 64003.
e) You can change the amount of stars per field (currently fifteen), by POKEing 64334, number of stars. But don't put in more than 15.

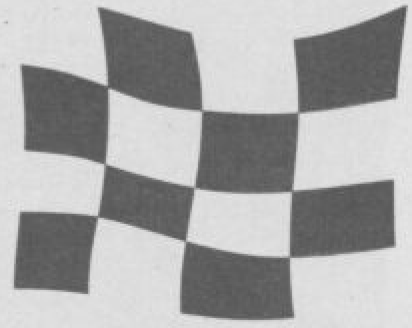
Interrupts? What The —?

Again, it's time for me to adopt my machine code drone voice and tell you what interrupts are. Interrupts are specialised instructions that, when used correctly, can enable you to run two programs simultaneously. What you see is actually an illusion: the computer is just jumping between the two routines every 50th of a second, so it only seems like the two are running together. They are especially useful when used with Basic as they allow the user to run a machine code routine *and* type in Basic or whatever.

The Program

Here it is, and there it isn't. It's not that long considering the effect it gives. Save it with: SAVE "stars" LINE 10 and you're awayyyy!

```
  10 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLEAR 63999: GO SUB 100
0
  20 PRINT AT 0,5; INK 2;"INTERR
UPT DRIVEN STARS"
  30 PRINT AT 5,0;"SAVE THE CODE
 WITH SAVE ""name""": PRINT "COD
E 64000,512"
  40 PRINT AT 9,0;"RANDOMIZE USR
 64000 ENABLE STARS"
  50 PRINT AT 10,0;"RANDOMIZE US
R 64003 STOP STARS"
  60 PRINT AT 12,0;"POKE 60006 W
ITH A DIRECTION"
  70 PRINT AT 15,15;"2";AT 17,12
;"1";AT 17,18;"3";AT 19,15;"4"
  80 PRINT #0;AT 1,8; INK 4;"PRE
SS BREAK KEY"
  85 RANDOMIZE USR 64000
  90 PRINT AT 17,12; FLASH 1;"1"
: POKE 64006,1: PAUSE 140: PRINT
 AT 17,12;"1"
  92 PRINT AT 15,15; FLASH 1;"2"
: POKE 64006,2: PAUSE 140: PRINT
 AT 15,15;"2"
  94 PRINT AT 17,18; FLASH 1;"3"
: POKE 64006,3: PAUSE 140: PRINT
 AT 17,18;"3"
  96 PRINT AT 19,15; FLASH 1;"4"
: POKE 64006,4: PAUSE 135: PRINT
 AT 19,15;"4"
  98 GO TO 90
 999 STOP
1000 REM N.HOPKINSON
1005 DEF FN h(z$)=16*(CODE z$(1)
-48-(7 AND z$(1)>"9"))+CODE z$(2
)-48-(7 AND z$(2)>"9")
1010 LET addr=64000
1015 LET lines=32
1020 LET t=0: FOR x=1 TO lines
1025 READ a$
1030 FOR y=1 TO 16
1035 LET byte=FN h(a$)
1040 POKE addr,byte
1045 LET t=t+byte
1050 LET addr=addr+1
1055 LET a$=a$(3 TO ): NEXT y
1060 PRINT AT 0,0;addr: NEXT x
1065 IF t<>63898 THEN  PRINT AT
12,9; FLASH 1;"ERROR IN DATA": B
EEP .3,0: LIST 2000: STOP
1070 RETURN
2000 DATA "C3F3FAC331FB01E5D5C5F
5CD29FA3A97"
2010 DATA "FB3D3297FBCC51FA3AB6F
B303286FBCC"
2020 DATA "7EFAF1C1D1E1033800217
9FB11D5FB01"
2030 DATA "1E00EDB03A06FACDE5FA1
178FBCD4CFB"
2040 DATA "21D5FB1179FB011E00EDB
01178FBC34C"
2050 DATA "FB2198FB11D5FB011E00E
DB03A06FACD"
2060 DATA "E5FA1197FBCD4CFB21D5F
B1198FB011E"
2070 DATA "00EDB01197FB3E023297F
BC34CFB21B7"
2080 DATA "FB11D5FB011E00EDB03A0
6FACDE5FA11"
2090 DATA "B6FBCD4CFB21D5FB11B7F
B011E00EDB0"
2100 DATA "11B6FB3E033286FBC34CF
B21D5FB060F"
2110 DATA "35232310FBC921D5FB060
F34232310FB"
2120 DATA "C921D5FB060F23357EFEF
F200236AF23"
2130 DATA "10F4C921D5FB060F23347
EFEB0200236"
2140 DATA "002310F4C9FE0128C2FE0
228E6FE0320"
2150 DATA "C518CEF33E023297FB3C3
286FB1178FB"
2160 DATA "CD4CFB1197FBCD4CFB11B
6FBCD4CFB21"
2170 DATA "01FE060036FF2310FB3E1
832FFFF3EC3"
2180 DATA "2107FA32F4FF22F5FF3EF
EED47ED5EFB"
2190 DATA "C9F31178FBCD4CFB1197F
BCD4CFB11B6"
2200 DATA "FBCD4CFB3E3AED47ED56F
BC913060FC5"
2210 DATA "1A4F131A47133EAF90CDB
02247043EFE"
2220 DATA "0F10FD477EFD4E57C8412
B01A0CB5120"
2230 DATA "02AB2F77C110DBC901D17
BB6BBD4045E"
2240 DATA "1EFA3514419A55B05BD66
43A6E9066F6"
2250 DATA "9CCD603E76E984028B5B7
26AE57E9CB8"
2260 DATA "679880ADE91233287D35A
B407255E5A0"
2270 DATA "D96072377F4E01AF04BD0
C451D5727BB"
2280 DATA "3017535A5C53674575598
1388C5792CD"
2290 DATA "A9213C736D8B58726AE57
E9CB8679880"
2300 DATA "ADE91233287D35AB40725
5E5A0D96072"
2310 DATA "377F4E000000000000000
00000000000"
```



A SIMPLE MACHINE CODE PRINT ROUTINE, IF YOU KNOW WHAT I MEAN (HARRY)

STAR TIP

by Andrew Whittaker

Huraayyhhh! Yet another Star Tip for you to drool over this month. Number eleven too. I wonder if we'll get into the twenties by the end of the year. Who knows? I certainly don't. This Star Tip is by **Andrew Whittaker** and it's a simple, but essential print routine.

Andrew

Until Christmas, Andrew was a member of the highly skilled and prolific Graftgold programming team at Firebird. He helped in the coding of such fruit-cakes as *Flying Shark* and *Magnetron*. He's currently working freelance (I love that word), on arcade titles. Thanks billions Andrew and keep them coming whenever you feel the urge.

Method

This is the first source code listing we've had for yonks, mainly because it's undocumented ones that I receive all the time. To use it you must use an assembler (any one will do), and then save the source off to tape.

Printing

The character print routine in the ROM (rst 10), is notoriously slow, so this routine replaces that snail of a program, at the expense of error-handling and control code-handling. To print a character you must load the accumulator with the ASCII code of the character and then call the print routine.

```
LD A, "B"
CALL PRINT
```

This'll print a "B" on the screen. To specify PRINT AT co-ordinates, you must use the code 22, followed by a row and a column value. So to print the letter "B" at screen co-ords 7,10 use:

```
LD A,22
CALL PRINT
LD A,7
CALL PRINT
LD A,10
CALL PRINT
LD A,"B"
CALL PRINT
```

Alternatively a direct screen address can be passed to the routine by using:

```
LD HL,screen addr
LD (XYPOS), HL
```

There's also a string print routine which prints the string pointed to by HL, and with the byte 255 as an end marker:

```
LD HL,MESSAGE
CALL STRPRNT
RET
MESSAGE DEFM 22,11,6, "Your Sinclair", 255
```

This is the equivalent to PRINT AT 11,6; *"Your Sinclair"* in Basic. So there you are.

Source Code Listing

```
10 ; text print handler
   ;written by Andrew Whittaker
   ; input:- character code in A
   ;output:- chr to screen
   ;        print pos advanced
   ;alternate registers corrupted
20 PRINT:EXX
        LD   L,A
   ;
   ;test for x-y update
   ;
30      LD   A,(PFLAG)
        AND  A
        JR   NZ,CONTROL
        LD   A,L
   ;
   ;test for chr$ 22
   ;
        CP   22
        JR   Z,GETXY
   ;
   ;find char definition
   ;
40      LD   H,0
        ADD  HL,HL
        ADD  HL,HL
        ADD  HL,HL
        LD   DE,(FONT)
        ADD  HL,DE
        LD   DE,(XYPOS)
   ;
   ;print the character
   ;
        LD   B,8
   PRLOOP:
        LD   A,(HL)
        LD   (DE),A
        INC  D
        INC  HL
        DJNZ PRLOOP
   ;
   ;increment the print position
   ;
        DEC  D
        LD   A,D
        RRCA
        RRCA
        RRCA
        LD   D,A
        INC  DE
        LD   A,D
        ADD  A

        ADD  A
        ADD  A
        LD   D,A
        LD   (XYPOS),DE
   ;
   ;exit to calling routine
   ;
        EXX
        RET
   ;
   ;signal next two bytes are
   ;x-y coordinates
   ;
50 GETXY:LD  A,2
        LD   (PFLAG),A
        EXX
        RET
   ;
   ;update row and column (x+y)
   ;
   CONTROL:
        DEC  A
        LD   (PFLAG),A
        JR   Z,COL
   ;
   ;get new row value
   ;
   GETROW:
        LD   A,L
        AND  %11000
        OR   %1000000
        LD   H,A
        LD   A,L
        AND  %111
        RRCA
        RRCA
        RRCA
        LD   L,A
        LD   (XYPOS),HL
        EXX
        RET
   ;
   ;get new column value
   ;
   COL  :LD  A,(XYPOS)
        AND  %11100000
        OR   L
        LD   (XYPOS),A
        EXX
        RET
   ;
   ;variables

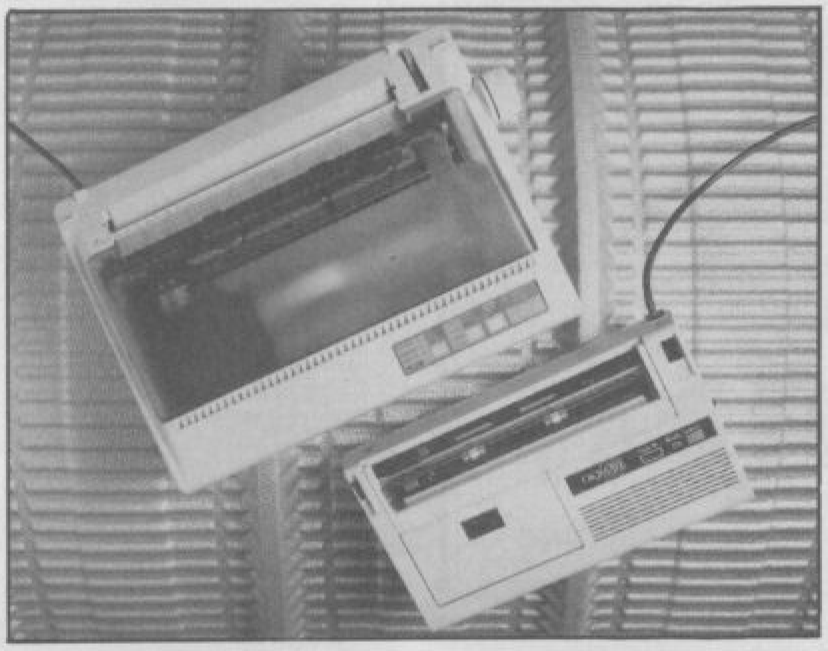
   ;
60 PFLAG:DEFB 0
   FONT :DEFW #3C00
   XYPOS:DEFW 16384
70 ;
   ;
   ;
   ;
   ;
80 ; PRINT A STRING
   ;entry:- addr of string in HL
   ;terminated by a FF byte
   ;exit:- string printed to screen
   ;accepts xy pos via chr$ 22,x,y
   ;corrupts HL,A,ALTERNATE SET
90 STRPRNT:
        LD   A,(HL)
        CP   255
        RET  Z ;255=TERM CHAR
        CALL PRINT
        INC  HL
        JR   STRPRNT
```

HARDWARE

RAGE HARD!

This month, *Phil South* blips the lid off a pair of fancy colour printers for the Spectrum, and asks "Is this the end of black and white printing as we know it?"

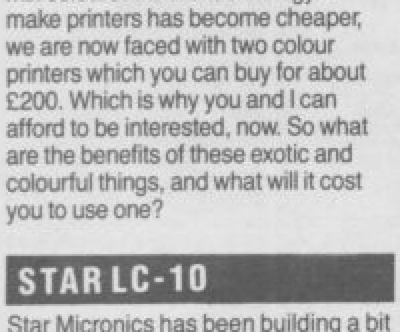
There comes a time in every young man's life when his thoughts turn to a certain subject. Look, I don't mean taking a swan dive down the front of Vixen's leopard skins! I'm talking about printers. Yes, printers, those little dot matrix jobbies that go prrrrrt prrrrrrrt prrrrrrrrt and spit out prints of your screens or word processing documents. You have no doubt been thinking about getting one of these items for a while, since that old ZX printer of yours choked out its last shred of aluminium foil and died. But before you shed your wedge for a normal printer, let me draw your attention to a phenomenon which might have escaped your notice, that of colour printers. Yes, really. And it just so happens that two such devices have appeared on my desk. The phenomena of colour printers is a relatively new one, due to the problem of how do you actually get a ribbon which will print boldly and cleanly enough not to look muddy when you mix colours? As the technology to make printers has become cheaper, we are now faced with two colour printers which you can buy for about £200. Which is why you and I can afford to be interested, now. So what are the benefits of these exotic and colourful things, and what will it cost you to use one?

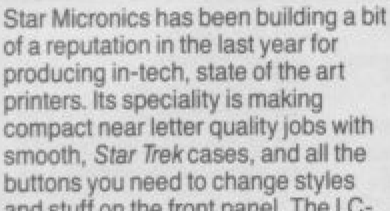


PHOTOGRAPHY: LIZ HEANEY

STAR LC-10

Star Micronics has been building a bit of a reputation in the last year for producing in-tech, state of the art printers. Its speciality is making compact near letter quality jobs with smooth, *Star Trek* cases, and all the buttons you need to change styles and stuff on the front panel. The LC-10 is the first of its line to have colour capability, having as it does a nifty four colour ribbon with the colours black, cyan, magenta and yellow all running parallel along the ribbon. The ribbon is continuous, which means that when you get to the end of the ribbon it starts again. The drag about this is that you only know when you're running out of ink when the print gets so faint you can't read it.





The printer itself is very compact, being about 15" x 11" x 4", which presents a very slim line on the old desk. The colour ribbon snaps into the head very easily and can be changed with very little in the way of tools. The little paper hatch on the back of the thing, is sculptured to the case, but just a tiny tweak on the appropriate flange and it'll pop open revealing the innards. The tractors which feed the paper in are oddly placed underneath the back of the roller. This is to facilitate 'paper parking'. This means that you can print on tractor feed paper, park it, print on a single sheet, then re-thread the tractor paper, all automatically without touching the tractors or unrolling the paper. All the moving knobs and buttons are very positive and do the job with style. The control panel activates all the functions, and all the membrane buttons bleep, so you know that you've made contact.

The printer I received was via that young, thrusting company Miles Gordon Technology, the firm that brought you the Plus D and DisCiple disk interfaces. MGT is considering the benefits of marketing the device, but as it's still shopping around, I suggest you don't bell them up to buy one. (Check the ads in a mag like *Computer Shopper*, plug, plug, for the best price and from whom you ought to buy it.) The reason I'm telling you this, besides getting in a plug for my favourite mag, is that along with the printer, Bruce Gordon also enclosed a disk with a special screen dumping program for doing colour screen dumps. This used the +D's printer interface and worked really well. But screendumps take a lot out of a ribbon and very soon the colours were looking a bit muddy, on account of a lot of white from the paper. But nevertheless, the actual quality of the individual pixels was very good, and there's a reason for this. The LC-10 is a very hi-res printer, and being a 9 pin job, it produces very sharp printouts.

This brings me to the quality of its print. The text is nothing less than superb, and as well as having no less than *forty two* different text modes, including three different NLQ fonts plus italic, condensed, elite and pica spacing, it also has the mega-sophisticated proportional spacing. (*Yes, the combinations of those add up to forty two! Ed*) And this is, in the end, where the LC-10 wins out over the Okimate 20. The quality of the print, especially with text is much clearer and better, and mechanically it looks more reliable and workmanlike. For sophisticated business and technical presentation, it's the best you'll get under £500. But if you want something more creative and graphically orientated, then the slightly blurred but bolder print of the Oki wins out.

OKIMATE 20

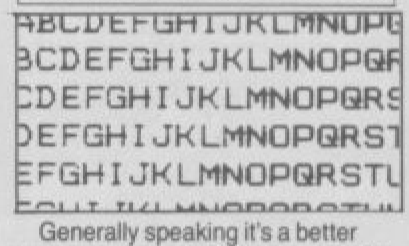
The Okimate 20 is an entirely different animal. It's what you'd call a thermal transfer printer, which means that instead of striking its impression on the paper through an inky ribbon with tiny pins, like the Star LC-10, it uses a plate with a matrix of hot spots on the face, to melt the waxy ink from a celluloid tape onto special paper. The paper isn't *that* special, 'cos you can use ordinary paper, if you want. But it likes slightly smoother paper than normal, so you'd best use the stuff they provide, if you want a really good quality print. You can even use NO ribbon, if you shove some thermal paper into it!

The printer is much smaller, with a much tackier feel to it. It might be small in size, 13" x 7.5" x 2.36", but it is quite heavy, weighing almost two thirds as much as the LC-10. All the things like the paper grips and hatches have been kept to a minimum, with as many parts being dual purpose and the only method of actually getting inside it being with the aid of a screwdriver. There is an interface stuck in the side, into which you prod the lead from your Speccy. You can change these from parallel to serial, depending on whether you're using a Kempston interface or the RS232 port from the Interface 1. (It's a good idea to state which of these you want when you buy.) The paper guides and tractors are just clips, and there isn't much in the way of the usual bail (the thing which holds the paper flat against the roller, for your info), just a couple of little rollers on the edge of the paper cutter.

As for print quality, the Oki loses out by being thermal transfer, making the output darker than the Star, but more blobby. The waxy ink gives it stronger blacks and more saturated colours, but at the expense of definition. It compensates for this by having 24 'pins'. And it has to be said it does give the better colour screendumps of the two printers.

I did have a problem on the printer I reviewed, which I think stemmed from the ribbon. If you check out the comparitive screendump, you'll see the paper showing through the print in a bit line down the middle. At first I thought it was a greasy smudge on the paper, but I turned a piece of paper around and it still happened in the same place, so it must have been a dodgy ribbon. But the print around the aberration was excellently solid. I'm sure that with a functional ribbon, the result would have been first class. Text quality is another thing. The way the print is made, is almost exactly the same as those Canon Typestar or Brother typewriters, if perhaps a little chunkier. But you can generate listings of your programs, and write letters with good results.





Generally speaking it's a better move to use the Oki if your speciality is graphics. And if you're a bit pushed for space on your worktop, it's an excellent option. It may look a bit cheap, but it's got a heart of gold . . . and blue, and red . . . and purple . . .

Features	LC-10	Oki 20
Pins	9	24
Speed (NLQ)	36 cps	40 cps
Speed (draft)	144 cps	80 cps
Printer type	Impact Dot Matrix	Thermal Dot Matrix
Size (in inches)	15 x 11 x 4	13 x 7.5 x 2.36
Weight	4.7kg	2.8kg
Ribbon price (approx)	4.00	8.00
Price	£260.00	£198.95

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SOFTWARE



■ *Prohibiton, GFL Football, Tapper* swop for *Super League, International Manager* or other football related games. Also wanted, printer, any sort, will negotiate price. Please phone Dylan on Mold (0352) 58348. Thanks!

■ Have over 500 titles to swop including *Nebulus, Platoon, Out Run, Salamander.* Send your list for mine. Will answer all letters. Juha Peltomaki, 63880 Kukonkyla, Finland.

■ Wanted *Football Director, The Double.* Will swop for *Paperboy* and *Elite* and *Sky Runner.* Please write to Keith Dawkins, Helsington, Ballinger Road, South Heath, G. Missenden, HP16 9QJ.

■ Wanted urgently, *Renegade, Spy Hunter, Freddy Hardest, Skool Daze, Back To School.* Will swop *Wizball, Zynaps, Exolon, Gary Lineker's Super Soccer* and more. Phone (0294) 823725, ask for John. Hurry!

■ My *Sab II, Video Olympic, Transformers* and *Back To The Future* for *Big Trouble, Kug Fu II, Gunship* and *Action Force.* Phone Wayne after 6pm (0522) 35163.

■ Originals to swop. Send your list for mine. Want *Out Run* tips? Send me a £1 PO. Write to Scott McGlashan, 88 Kinmount Avenue, King's Park, Glasgow G44 4RT.

■ Will swop my *Leaderboard* or *The Living Daylights* for *Renegade* or *Combat School.* Phone Alex (0865) 881664 or write to 15 Stratford Drive, Eynsham, Oxford, OX8 1QJ.

■ Will swop my *Nipper* and *Thrust II* for your *Platoon* or *Ace Of Aces* for *6 PAK.* Contact Lee Gunning, The Trafalgar, 154 West Street, Erith, DA8 7AN.

■ Swop new titles such as *Sidewize, Zynaps, Exolon, 720°, Out Run, Renegade* etc. I want *Dark Sceptre, Rampage* and others. Send your lists for mine. Hurry!! Phone (0484) 519487, Stewart.

■ Wanted, penpals from anywhere to swop games. I have over 350 titles. All letters answered. Send your list for mine to Andrew Dungey, 46 Green Lane, Penryn, TR10 8QJ.

■ I have many of the latest games to swop, including *Out Run, 720°, F15 Strike Eagle, Elite, Hit Pack Vol I* and *Vol II.* Phone Andy (05055) 3373.

■ Swop *Slaine, Zynaps, West Bank, Ranarama, Gobots, Five Star 3, Yes Prime Minister,* (for 2 games) and *Decathlon, Footballer Of Year* and *Thanatos* (2 for 1). Write to 79 Ashleigh Road, Leicester LE3 0FD.

■ Swop my *Everyones A Wally, Xavior, Scuba Dive* and *Pool* for your *Dragons Lair I* and *II.* Also my *Fist II* for *Your Living Daylights.* Originals only. John Galvin, 17 Beechlawn, Clonard, Wexford, Eire.

■ Wanted, *Arkanoid* or *Arkanoid II.* Will swop *AFT* or *Uridium* and *Fued.* Contact G. Finlayson, 4 Rankin Drive, Newton Mearns, Glasgow G77 6JJ.

■ Swop my *Athen, Jack The Nipper I or II* and many more. Just send your list for mine. All letters answered. Send sae to 21 Linton Close, Winyates, East Redditch B98 0NA.

■ You want to swop games? Then send your list. Have over 300 games to swop. Michael Sulz, Quellenstrasse 22/18, 1100 Vienna, Austria.

■ Lots of new games to swop like *Bedlam, Rastan, Vixen, Tetris, I.K. +, Vindicator, Platoon* and more. Send your list for mine. Avi Gadesh, 8 Hyarden Street, 52333 Ramat Gan, Israel.

■ I own a 48K/DisCiple/CS 400, do you? Write now to swop software on disk. Do have *California Games, Out Run, Rastan* on disk. Also tape, 750 titles. Hints, tips, POKEs. Answer guaranteed. Write today. Leif Kvernhusvik, Skyttaveien 51, 1481 Hagan, Norway.

■ Sell or swop *Leaderboard, Avenger, Feud, Future Knight, Yie Ar Kung Fu, Pole Position, Elevator Action, DTs Super Test, Solid Gold,* and more for different prices or swop. Phone (0453) 47990.

■ I will swop *Driller* for *Magnificent 7.* Must be in good condition. Write to Mark Green, 45 Sochi Court, Edinburgh Place, Cheltenham GL51 7RR. *Driller* has no mapping model I'm afraid.

HARDWARE



■ Dragon 32K colour computer, all leads and manuals, some books, games and cartridges, perfect condition £30. Write to Stuart, 119 Heol Tyn-y-Fron, Penparcau, Aberystwyth, Dyfed SY23 3YA.

■ Spectrum 48K and three joysticks, games ace interface, datacorder, 50+ mags, lots of games. Cost £330, sell for £110 ono. Phone (061) 431 0506 and ask for Steven.

■ 48K Spectrum with lots of software, Specdrum, datel lightpen, Currah speech and a portable CD player. £320 ono. Phone Kilwinning (0294) 53083 after 6pm, ask for David.

■ For sale, multiface 128 and Genie 128, in perfect condition. £30. Phone Bedworth 362319.

■ Spectrum 128K, tape deck, £200 software, £100 MSX, £300 software, £200 ono. Peter Henderson, 12 Dereham Way, North Shields, Tyne and Wear, NE29 8BU.

■ Spectrum 128+2 for sale, with games, including, *720° Out Run* and *Super Hang On.* Also a Konix joystick. Will sell everything for £300 ono. Phone Paul after 6pm (01) 736 0580. London only.

■ Spectrum+ Quickshot II turbo joystick. Protek interface, over 100 games, excellent condition £70. Phone (078481) 2547.

■ Spectrum 128K, interface 1, microdrive, tapedeck, over £200 software, key pad, lots of mags, still boxed. Sell for £150 ono Peter Henderson, 12 Dereham Way, North Shields, Tyne And Wear, NE29 8BU.



Rain stopped play? Peruse the pages of *Input/Output* and find a friend, pick up a bargain, or swop some software instead.

■ Spectrum +2 plus £1,100 of software, three joysticks, RAM turbo and books. £450 ono, all in good condition. Phone (0602) 813971 after 4.30pm and ask for David.

■ ZX Alphacom 32 printer in good working condition. £20 in box. Phone (0935) 25001 after 6pm ask for Chris.

■ Spectravideo joystick lightpen, c/w, software and instructions free, split personality cassette, 50 *TS,* megabasic, £25 complete set. Phone (0642) 311085, ask for Dean.

■ Spectrum +3 with multiface 3, Kempston mouse, two Quickshot joysticks and tape recorder, further Basic books and machine code books, over 30 mags, 13 disks and over £850 of software, all for £700 ono. Phone Frome (0373) 64867, ask for Brendan Neale.

■ ZX printer with instructions and paper. £15 ono. DK'tronics programmable joystick interface, complete with software and instructions, £10. Phone (0597) 810243 ask for Chris.

■ For Spectrum 48K, Protek joystick and interface, DK'tronics light pen, interface and program, mechanical joystick. Still boxed with instructions. Sell for £35 or split. Phone after 6pm (0722) 26144.

■ Spectrum 128K+3 disk system with multiface three, tape recorder, joystick, lots of disks, £500 of games, and 100 mags. Worth £700, sell for £175. Brand new, under guarantee. Phone (0533) 713989.

■ 48K Spectrum with wafadrive, 13 wafers and utility tapes and some games. Phone Worksop (0909) 500913 or write to 43 Gateford Rise, Worksop S81 7DU.

■ Sega master system with over £200 worth of software. Excellent condition. Only £150. Phone (01) 429 1938, ask for Joe.

■ Spectrum 128 computer, includes two joysticks, interface, books and magazines and over £300 worth of software. Many new titles. £140 ono. Phone (0295) 4039.

■ 48K Speccy, multiface, Kempston 3 joystick port with rom slot, interface 1, two drives, 8 blank cartridges plus 12 original games, for £100 ono. Phone Alderton 585, ask for David after 6pm.

■ Spectrum +2 joystick, lots of software, extended guarantee to October, £90. Phone (041) 959 6125.

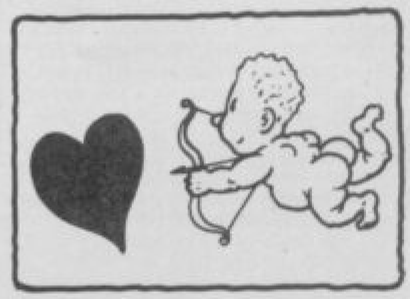
■ Spectrum+, full DisCiple interface, 5Y 4" disk drive, multiface 128 with genie, Specdrum books, software, £175 ono. Phone (0708) 864263, ask for Roy.

■ Yo man, bargain time. Okay here we go, 128K Spectrum RAM music machine, hundreds of sampled drum tracks, £200 worth of original games. All this for just £200. Go man! Phone (0464) 20952.

■ Alphanumeric keypad with delete, enter and full stop keys. Toggles with keyboard, connects directly to any Spectrum. Operating instructions included. £25. Phone Bournemouth 483096. Why not speed up your hex input!?

■ Spectrum 128K+2, joystick, plus over £550 worth of games for sale, between £300 and £400 ono. Contact John Kaye at 25a Herne Hill Road, Herne Hill, London SE24 0AX.

LONELY HEARTS



■ 14 year old male seeks intelligent Edinburgh area female of approx same age, with romantic tendencies. Write to Gareth Hamer-Hodges, 2 Wester Coates Gardens, Edinburgh EH12 5LT.

■ 15 year old boy would like to meet girls in Oxfordshire. Send photo and address or phone number to I-FK-300 Jules, PO Box 19, Coventry, CV6 6ND.

■ Lonely male aged 18, seeks penpals from all over the world. Please enclose photo and write to Pearse Falvey, Old Abbey, Waterfall, Nr. Cork, Eire. All letters will be answered.

■ Hi, my name is Kevin Robertson, I'm a 14 year old boy who's in need of a girlfriend. If interested please write. All letters answered. Please include photo. 21 Eden Park, Cupar, Fife, KY15 4HS.

■ Young free and single 19 year old male Speccy +3 owner, desperately seeking Susan? Or any other female of similar age and intelligence. Ian Scott, 7 Mercury Lane, Greenock, PA16 0QH.

■ Tight fisted Scots male, 22, seeks female 18-21. Interests include sport, folk music. Please enclose photo. Rab MacFadyen, 34 Brownside Drive, Yoker, Glasgow G13 4BN.

■ Lonely male aged 15, seeks female penpal 14+. Please hurry. No need for photo. Write to Ricky Day, 5 Rathlin. Hemel Hempstead, HP3 8TP.

■ 19 year old good looking female seeks hunky male. Interests pop music and fashion. Please send photo to J. Davis, 2 Fawn Court, The Ryde, Hatfield, AL9 5DJ.

■ Friendly 13 year old female, seeks 12-15 year old male who likes to have fun. All letters answered. Photo if possible. Write to Sarah Ball, 17 Devonshire St, Accrington, BB5 1DL.

■ 19 year old gentleman seeks lonesome lady for close friendship. Age and interests unimportant. Someone local preferred. Please enclose photograph if possible. Romance and devotion guaranteed. All letters answered. Thank you. Neil Parnaby, 15 Duxfield Road, High Heaton, Newcastle upon Tyne NE7 7EQ.

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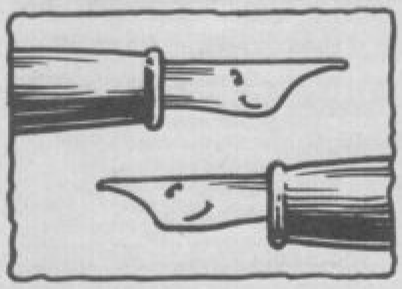
■ Have you a copy of instructions for Oceans, *Laser Genius?* Contact Graham Tanfield, 6 Vicarage Road, Southcourt, Aylesbury.
■ Wanted, multiface 128. Will pay £10 or swop for any four of *Rastan, Road Runner, Tai Pan, Infiltrator, Dan Dare, Exolon, Ramparts.* Write to Tom Gibbins, 130 Outer Circle, Taunton TA1 2BY.
■ Please could someone out there send me POKEs, maps or anything to do with *Firelord* and *Roller Coaster.* S.P. Roberts, Carringtons, Morangie Road, Tain, Ross-shire IV19 1PY.
■ Do you have *Stampabout* from October issue *Your Spectrum* No. 8? I have *Abersoft Forth.* If you are interested phone (0382) 622949 after 6pm.
■ Swop *Trailblazer, Super Trolley, Hydrofool, Wiz, Shadows Of Morder, Plexar, Tir Na Nog* for any magazines in good complete condition. Offers to Richard, 5 Polventon Parc, St. Keverne, Helston, TR12 6PB.
■ Wanted urgently, Sega's *Black Belt.* Will swop for Sega's recently released *Global Defence* (SDI). Interested? Phone (031) 334 7070 and ask for Steve.
■ Wanted, Spectrum 48K, on its own. Must be cheap, will consider joystick and interface too. Contact Simon Baldwin, Shrubbery Cottage, Sandhurst, Cranbrook TN18 5NS.
■ Wanted, *Football Management* games. Will swop for *Chuckman, Don't Buy This* and *Don't Panic.* Also multiface 128 wanted. Will swop for seven games and Quick Shot II joystick. Phone (021) 554 1607.
■ Wanted urgently *Rastan, Target Renegade, Karnov.* Your list for mine. All letters answered. Anders Karlson, Bagghols Vagen 3, 68630 Jakobstad, Finland.
■ Wanted *GAC* or machine code programming for beginners. Will swop for *Fat Worm, Signa 7, Thanatos* and *Deviants.* P. Miller, 10 Landsdowne Court, Old Youghal Road, Cork, Ireland.
■ Wanted, *Football Director* and *Match Day II.* Will swop for *Summer Gold* and *Durell Big 4,* or one for one. Originals only. Phone Phil on Heath Hayes 77233 after 5pm.
■ Wanted, *Elite.* Will swop for *Taipan* and *Future Games.* Write to Jim McCarthy, Askinch, Coolgreany, Gorey, Co. Wexford, Ireland.
■ Multiface 128. Will swop for *Aliens, Grand Prix Selection, Kentilla, Rasterscan, Footballer Of The Year* and more. Phone (0786) 832981 after 5pm and ask for Richard.
■ Wanted desperately, *Graham Gooch's Test Cricket.* Will swop *Match Day II, The Double, Football Director.* Also any other cricket game except *Howzat.* Write to Stephen Hogan, 25 Boardman Street, Eccles, Manchester M30 0FP.
■ Wanted, multiface I, must have instructions. Will swop five latest games including *Arkanoid II, Rolling Thunder, Super Hang On, Northstar, Sidearms,* Phone Nicky (0224) 326602. May change games to suit swopper.
■ Wanted, a place in a PBM soccer game. Send details to Stephen Wright, 41 Eversley Garth Crescent, Sherburn in Elmet LS25 6DL.
■ Wanted, multiface 128, will pay up to £20 or swop any software! Phone (0375) 371029 ask for Danny.
■ Wanted, two horse racing prediction games. I will swop *Leaderboard, Winter Games, Great Escape,* for both racing games (no dubs). All originals. Susan Poole, 3 First Avenue, Brownhills WS8 6JH.
■ Wanted, *Dead Or Alive, Renegade* and or *Advanced Art Studio.* Will swop for *Prix* and *BMX Sims, Feud, Motos, Monty On Run* and *Computer Hits Two.* David Van Der Streaten, 1 Frewyn Close, St. Leonards on Sea, TN38 9RG.
■ Wanted desperately, *Sold A Million 3, Nemesis* and *Rock 'N Wrestle.* Originals only. Please, if you have any of them don't hesitate to phone Brent on (0582) 608356.
■ Wanted urgently, *2000 AD* 1987 and 1985 annuals. Will buy or swop my *Leaderboard, Pole Pos'n, Solid Gold, Avenger, Elevator Action, Supertest, Future Knight, Feud* and *Kung Fu.* Phone (0453) 47990.
■ Wanted any Texas instruments T199 games. Also wanted ZX Spectrum+ 48K. Phone (0734) 587890.

MESSAGES AND EVENTS



■ I have back numbers Nov '87 and Oct '86. The are unobtainable anywhere else. At only £4 each or £7.50 for both. A bargain! Phone (01) 840 3056 eves.
■ Would you like to get into fantasy role-play? 17-25, male/females, couples in Cardiff area. Write to Mark and Ann, 7 Kimberly Road, Penylan, Cardiff CF2 5DH.
■ Wanted two male beings, aged 13-17, write to Aimi and Kate, Hollycroft, 77 Park Hill, Tredegar, Gwen. S. Wales.
■ International Belfast Spectrum Computer Club, members across Europe. Interests across world. 48K and 128+3 Spectrums. Send sae to 10 Bentinck Street, Belfast 15.
■ Dansoft Software Exchange Club, write to me and join the free network. Write with list to P.S.E.C. 15 Cardigan Drive, W/Hall, West Mids, WV12 4SF.
■ Calling all girls between 14-17, owning Spectrum and/or Amstrad Commodore, for new user group. Write to Stephen Wallace, 15 Ashbourne Avenue, Bridlington, East Yorkshire YO16 4PE. Male users welcome as well!
■ Wow! 120 typed POKEs for 48K! And 128K/+2 and +2 Spectrums. Plus 900 multiface POKEs for only £5.50. Send PO or cheque to J. Tough, 26 Deeside Gardens, Aberdeen, AB1 7PN.
■ Football PBM starting soon, computer assisted, detailed print outs, 30p plus post per turn. Limited places, send sae to Football PBM, 12 Oxbow Close, The Meadows, Nottingham NG2 2NN.
■ 501 multiface POKEs, yours for only £2. Get it from K.C. Martin, 3 Hazel House, Maitland Park Road, London NW3 2HB.
■ *K.O.* You've seen its features, you've seen the best. It speaks for itself, it really is a knock out, send £2 cheque or PO to Vinsoft, 19 Croft Street, Morecambe, LA4 5SS.
■ Okay who was that really nasty, horrible person who sent in that message? Dave?
■ Magazines for sale. All sorts available. Just send a stamped sae for a massive list of mags. Send to: Richard Tambling, 15 Old Lanark Road, Carluke, Carnarkshire, ML8 4HW.
■ Stuck on *Shades?* Get the *Shades* guide. Hints, tips, maps, clues. Owen Reynolds, 3 Corbett Road, Penarth, South Glamorgan CF6 1QX.
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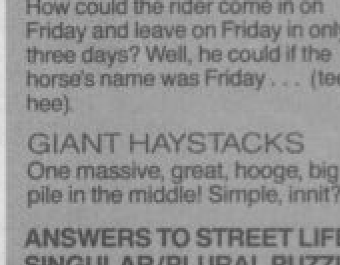
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9.	kudos	KUDOS
10.	Phil South	UNTHINKABLE!!

Award yourself a gold star if you got that little lot!

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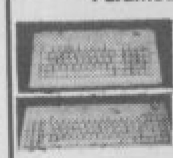
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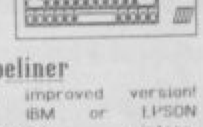
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Only Kidding

From Radio Rentals to dishwashers. Graeme Kidd, our resident gastronomic gossip columnist digs the dirt on Jon Ritman and Bernie Drummond, only to find the dishes sparkling clean.

Pottering through the sunny streets of North London to Jon Ritman's home, I knew that Bernie Drummond, Jon's graphics collaborator, was a man of minimal appetite, a fellow who hardly eats and who was very choosy about what he munched. So there was little chance of rushing up a massive expenses claim at a gourmet restaurant on this job... As I half expected, Bernie had 'already eaten' so Jon and I tucked into fish and chips, washed down with chateau Red Stripe while Bernie enjoyed a black coffee. Then the bombshell dropped...

"Sick as a parrot, Jon, that's what Spectrum owners will be when they hear this . . ."

"We've just decided to stop writing for the Spectrum," Jon says. This is hot news! But why, I asked?

After completing *Matchday II*, Jon and Bernie tossed around some game ideas, decided to do a scrolling landscape game and set to work on *Starship*. They had got a fair way into it by the middle of May, when KAPOW, the dynamic duo put down their Spectrums and took up Razz boards. Rare Ltd (Ultimate, save the name), commissioned Jon and Bernie to write an arcade game.

Rare's coin slot system is based on the Razz board, a custom-designed computer built around a souped-up, turbo-charged version of the Z80. The temptation is understandable — no longer do they have to worry about every last byte when writing a game, and suddenly Bernie has a pallette of hundreds, nay thousands of colours to play with. And several hundred kilobytes of memory for graphics rather than 16 or 17K. For a team like Jon and Bernie, used to working hyper-efficiently to make the most of a measly 48K, having up to half a megabyte of memory to play with opens up dramatic new possibilities.

"Sick as a parrot, Jon!"

The arcade project is still top secret — the game has been designed and work is underway, but Jon and Bernie remain tight-lipped about their new creation. It's a new way of thinking, writing arcade games. "When I design a game, it's always built around the limitations of the Spectrum. Other versions can be slightly different and take advantage of a machine's capabilities, but the Spectrum was the machine I designed for. Obviously, designing a game for the Razz board is completely different," Jon explains. And a coin slot game has to have instant appeal, tempting people to part with their ten pees, and to *keep* parting with their money. It's a change of direction for Jon, "The way I was moving on the Spectrum was towards games that took a long time to play, games you got a lot out of. You need a different kind of game for the arcades — with *Head Over Heels* in an arcade, you could

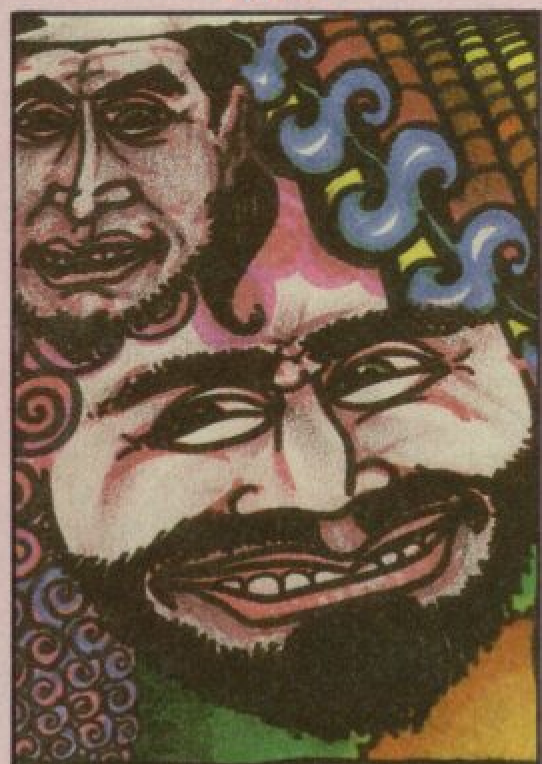


ILLUSTRATION : BERNIE DRUMMOND

spend £1 on the first room and still not get out of it."

Which is about all they will say about the arcade project. Jon might produce a Spectrum version of his coin slot game or games, but all that is very much in the future. The Spectrum is unlikely to receive any new code from Mr Ritman during 1988.

A great loss, compounded by the fact that *Starship* looks well impressive, even at the stage at which it reached before being abandoned. "The game that'll never be," Jon jokes as he loads it up. A flying saucer zooms along above a smoothly-scrolling tessellated landscape, a landscape that forms a globe and is complete with hills and mountains. The playing area is huge — flying at full pelt in one direction, you go for about 45 seconds before circling the globe. *Starship* had the makings of a great game — you were going to be able to travel across the landscape in a variety of vehicles, hunting for treasures and entering buildings to buy and sell equipment. What a shame!

Jon and Bernie have been working as a team for nearly three years now — after *Matchday I* which featured the little men from Bear Bovver with their snouts cut off, Jon realised that he needed an artist to help out with the graphics. He knew that Bernie, an old friend, keen footballer and ace *Matchday* player, was enjoying a period of unemployment. From his schooldays, Bernie has had an interest in drawing, producing detailed posters in felt pen for his own amusement. Jon needed a central character for *Batman*, so he thrust a joystick connected to a drawing utility into Bernie's hand...

"No, not like that!," Jon was tempted to cry, when Bernie started waggling the joystick furiously, scribbling random pixels onto the screen. Peering at the apparent mess on the monitor, Bernie found a bit that looked like an eye and started chibbling pixels away, adding a few here, removing a few there and soon *Batman* was born. Bernie has continued to work on screen more like a sculptor than a draughtsman. "Pixel manipulation is very strange — things look very different on screen compared to the way they might look on paper," he explains. "If you've got a character with a head that doesn't look round, adding a couple of pixels can make the head round *and* make a couple of ears."

With *Batman, Head Over Heels* and *Matchday II* to his credit, Bernie ranks amongst the best designers of game graphics. He's still a little surprised, "It never occurred to me that I was an artist, or that I was going to be an artist — I liked drawing, but didn't have any ambitions." But then he's right, when he says, "the job I do didn't even exist until *Knightlore* came out..."

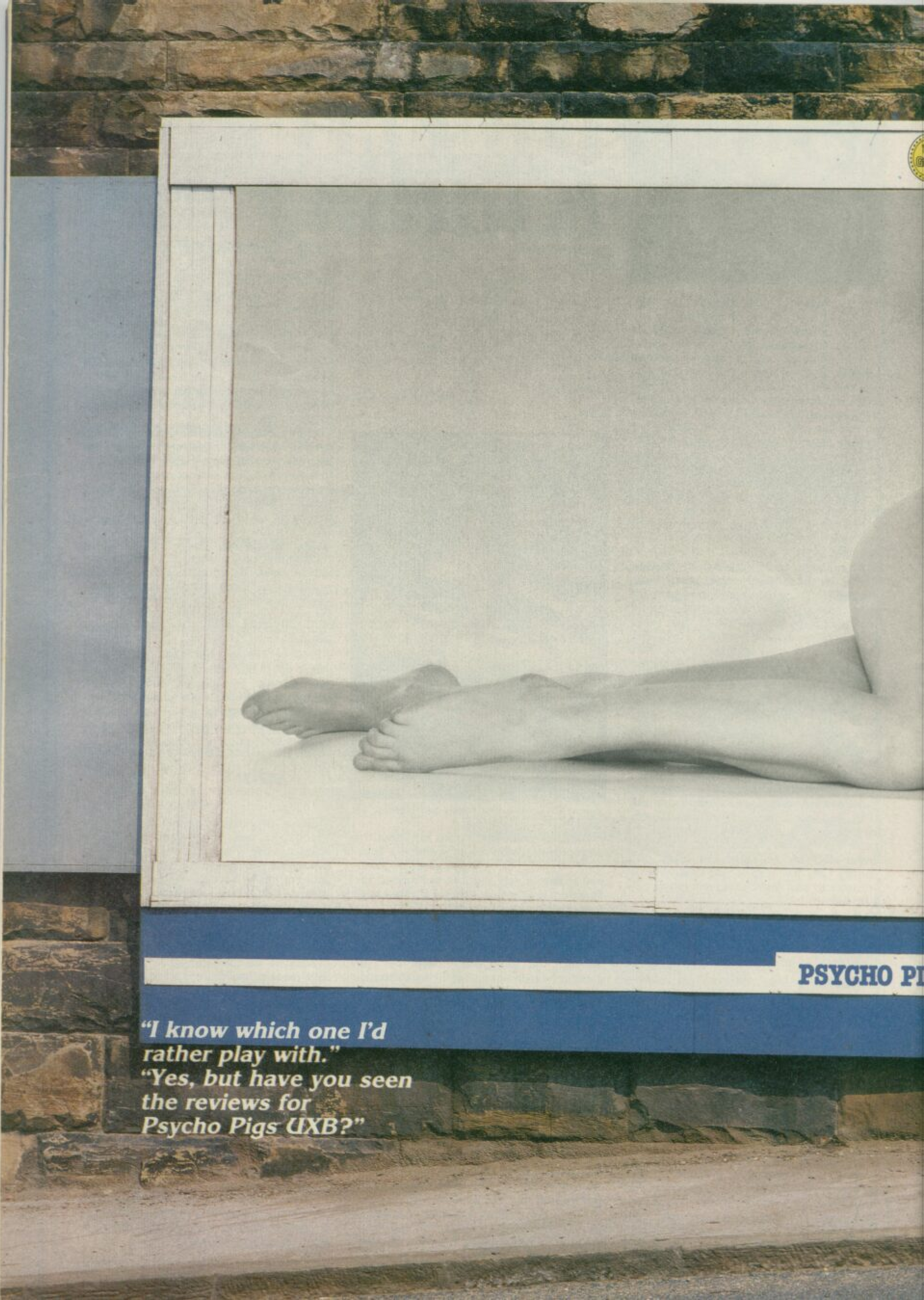
Six and a half years ago, the job that Jon Ritman does, didn't exist either. He was working as a TV repairman for Radio Rentals when it decided to do a feasibility study on the market for renting out home computers. Figuring Radio Rentals would need computer engineers if the scheme took off, Jon bought a ZX81 to find out about these machines. "I hadn't got a clue about computers, but got really involved immediately," he remembers. Staying up into the early hours every morning, John worked through the manual in a week and then went out and got a book on machine code.

"I hadn't got a clue about computers!"

Working at home, programming games is a lifestyle that suits Jon. "I put in far more hours, but I do what I want, when I want. I'm basically lazy, and avoid the hard bits for ages until I'm finally forced to get into it — for instance I was scared of splitting Head from Heels... everything was working with one character but I spent two and a half months putting off the moment when I split the character into two. It took an hour..."

Sales of well over ¼ million units must have made a significant difference to the Ritman lifestyle? Sitting in a modest terraced house in North London, a few miles from where he was brought up, Jon ponders. "It's nice not to have to worry about money," he muses. The idea of going to work nine-to-five in exchange for a sum of money every week is something he's glad to be free of. There's financial security — the house and so on, but there are no expensive jaunts to exotic places or fast and flashy cars. Sitting comfortably in his front room, dressed in track suit bottoms and a sweatshirt, is there one thing that fame and financial success have brought Jon that has made a real difference? No, not really.

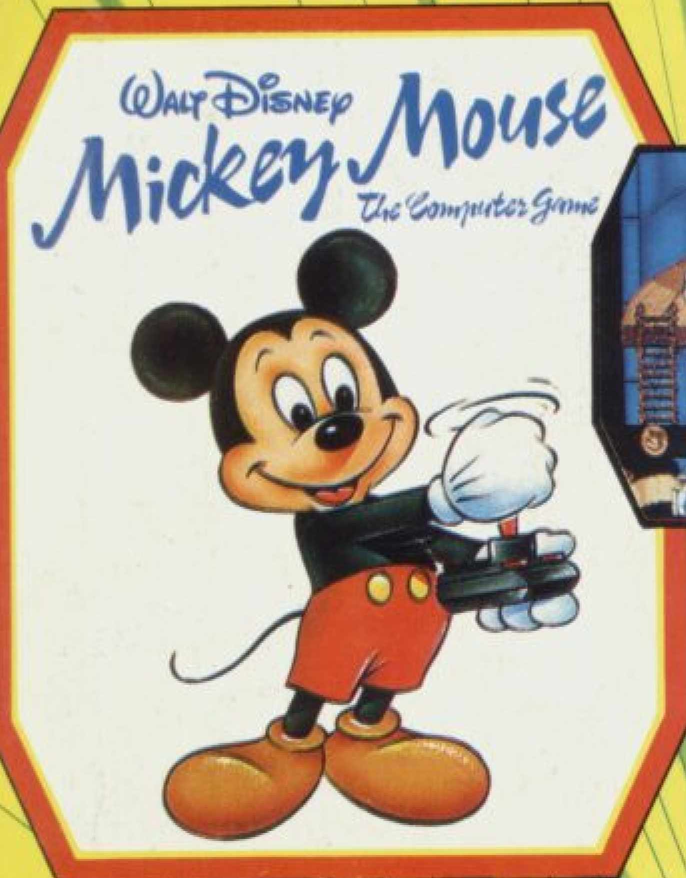
Then it occurs to him. The dishwasher. "I'm really lazy when it comes to doing things around the house. Never having to wash up again... brilliant."



"I know which one I'd rather play with."
"Yes, but have you seen the reviews for Psycho Pigs UXB?"


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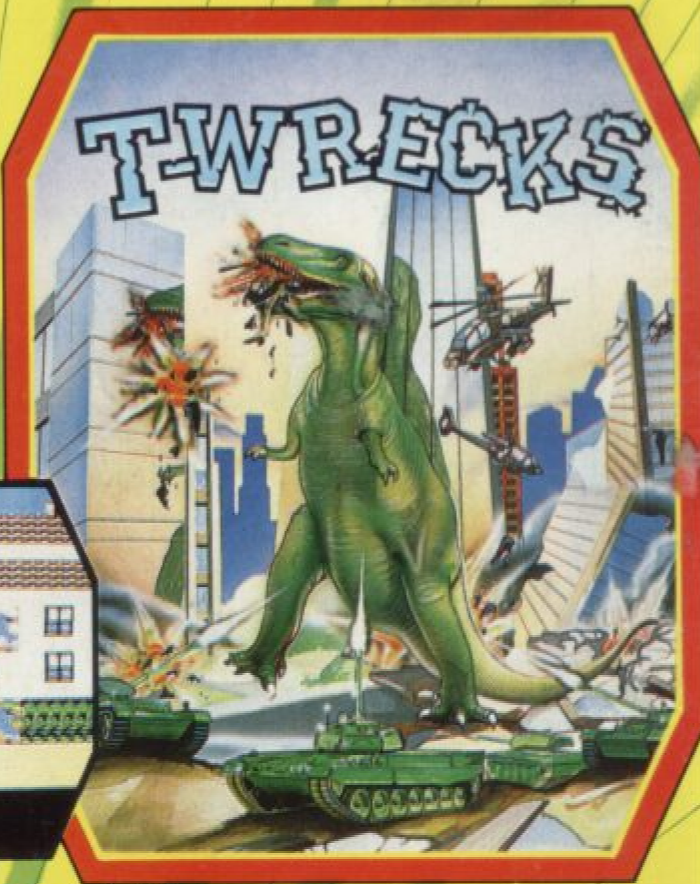


Screen shot from Atari ST version





Screen shot from CBM 64/128 version



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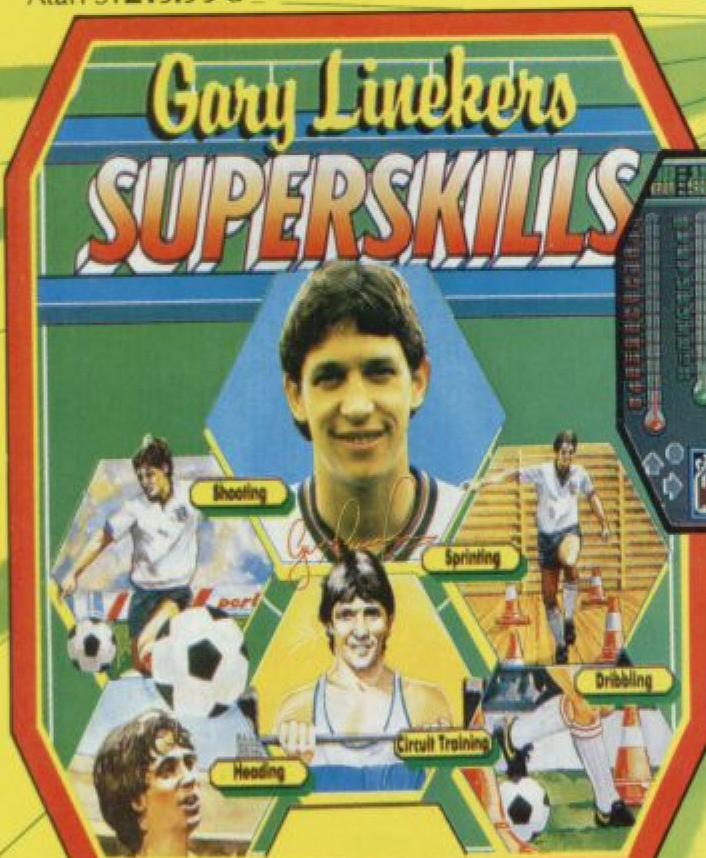
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Screen shot from Atari ST version







Screen shot from Amstrad version

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